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CHRONO CROSS™

OFFICIAL STRATEGY GUIDE

by Dan Birlew
& Ken Schmidt

Covers PlayStation®
Game Console

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RECRUIT EVERY CHARACTER

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OFFICIAL STRATEGY GUIDE



BY DAN BIRLEW
& KEN SCHMIDT

SQUARESOFT®

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OFFICIAL CHRONO CROSS™ STRATEGY GUIDE

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Brady Publishing
An Imprint of
Macmillan USA, Inc.
201 W. 103rd St.
Indianapolis, IN 46290

ISBN: 1-56686-000-9
Library of Congress No.: 00-133162

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 00-1 shows that the first printing of the book occurred in 2000.

03 02 01 00 4 3 2 1

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ACKNOWLEDGEMENTS

Dan Birlew would like to give a very deep thanks to his wife, Laura, for assisting so greatly in the production of this guide. All of the screenshots presented here were taken by her. Thanks to Todd Zuniga and the staff of *Official PlayStation Magazine*, for featuring us in their "Gaming Couples" article. To my Uncle Donald and Aunt Patricia, for showing us a swell time in Vegas. Special thanks to Ken Schmidt for making this guide much easier to write; to Tim Cox for all the advice, assistance, other support; and to all the BradyGAMES staff for their energy and enthusiasm.

Ken Schmidt would like to thank his family and friends, the music of Johnny Socko, and the chocolate malts at Chris' Ice Cream. And an extra special thanks to Dan Birlew, who handled most of the tough stuff.

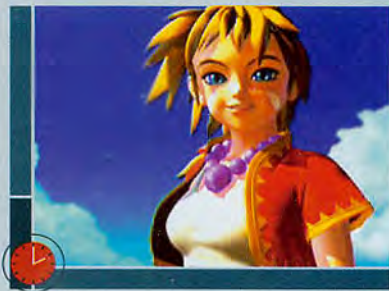
We would like to give a special thanks to the folks at Squaresoft for their support and expert advice. In particular, we would like to thank Rick Thompson, Fernando Bustamante, Caroline Liu, Ryan Riley, Yutaka Sano, and Derek Smith.

CHAPTER 1

INTRODUCTION TO CHRONO CROSS

Chrono Cross by Squaresoft is the sequel to the smash RPG hit *Chrono Trigger* from 1995. Yet fear not, playing the first game is hardly necessary to be able to play the second.

Whereas *Chrono Trigger* dealt with story themes of time travel, *Chrono Cross* is more concerned with a kind of cross-dimensional travel, where the time is exactly the same, but circumstances are different. A young, adventurous type named Serge is suddenly ripped from his Home World one day to find himself in Another World. As he struggles to put the wrong things right in this alternate dimension, the circumstances in Serge's Home World take a turn for the worse. Serge must now cross back and forth to maintain the balance between good and evil in both worlds. *Chrono Cross* challenges the player to an arduous task indeed.



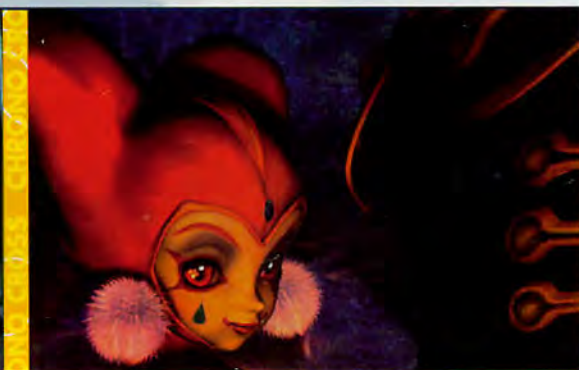
The genre term "RPG" is an acronym for Role-Playing Game.

Developed from old book-and-dice games from the late 1970s, modern RPGs generally tend to involve the management

of an entire party of characters to complete a mythic quest. The player must equip the characters with the best armor and weapons available. Monsters such as dragons, beast-men and undead spirits are commonplace and encountered throughout. However, there is always a single entity or misguided individual behind the whole drama, and the whole world of the characters is at risk. The party must grow and develop valuable skills to save the world and banish the evil forever.

While *Chrono Cross* is by no means a "difficult" game, players are required to develop a mastery of the rather complex combat system in a short amount of time. In the meantime, you'll run across a whole population of characters with interesting traits and skills that you'll want to recruit into your party. Each character has specific requirements by which they will allow themselves to be recruited, and you must meet their needs. The methods to recruit many of the characters are not all that obvious. There are also many Special Items that will make your journey a bit easier to fulfill, if you know where to find them. It's a lot to ask a player to master. These are the game elements BradyGAMES strives to help you with.





The *Official Chrono Cross Strategy Guide* aims to give you all the tips and tricks needed to get the most out of your gaming experience. But leading you by the nose from Point A to Point Z is not our goal. You won't find any story spoilers in this guide, but you will learn that there are multiple branching paths in the game determined by the decisions and the storylines you take. Thus, each time you play *Chrono Cross*, it's a different game! It's very important to know which decisions affect your game and the outcome, so that you can eventually see every

aspect of *Chrono Cross* and truly get your money's worth out of this great title. That's what this guide was designed as; a reference manual to face the multiple paths and the difficulties of the game.

So why are you sitting around, reading? Go dimension hopping! And please, use this guide wisely. Try to conquer *Chrono Cross* by yourself and use this guide only as a last resort. We at BradyGAMES hope that this guide helps you to fully explore and enjoy the thrilling experience that is *Chrono Cross*.



EXPLORATION & COMBAT



CHAPTER 2

EXPLORATION AND COMBAT



See Radius in Arni for a tutorial.

This chapter introduces you to the style and gameplay elements of *Chrono Cross*. The game is easy to get comfortable with in a short amount of time, so these topics and tips are designed to get you over that learning curve more quickly.

For a complete combat tutorial, talk to Radius in Serge's home village of Arni. He'll show you the ropes the hard way, but describes the combat system and the Elements system in great detail. This is another good way to get comfortable with playing the game more quickly.

Before reading this section, you should attempt to play some of the game and engage in a few battles. Then, use this section to help clear up any points you're unsure about, or to gain extra insight that might be helpful later. This section is full of terminology from the game, so it will make much more sense if you've played some of *Chrono Cross*.

HOW TO PLAY AN RPG

With the help of this guide, you should be able to finish *Chrono Cross* in 40 or 50 hours. Don't overwork yourself. You'll do much better at the game if you play for only 1-2 hours at a time.

Chrono Cross is a complete fantasy epic. You get to experience every aspect of Serge's full and exciting adventure. Eventually, your character will explore the entire world in which he lives. Through his actions, you will discover what is threatening Serge's world, and, ultimately, how to save the day. On the way, you'll watch an epic tale unfold and see exciting sequences full of incredible action. So sit back and enjoy the rich story, and become engaged by the quest of the heroes. *That's* how you play an RPG.

WORLD MAP, AREA MAP

This guide sometimes refers to the areas of the game as "maps." When you are in a town, dungeon or forest area, your character is said to be walking on an "Area Map." When your character leaves an Area Map, they will appear on the larger "World Map."

The World Map enables you to explore not only the central continent, but the islands and areas of interest in the sea known as the El Nido Archipelago. The World Map is detailed with towns and structures, as well as dense forest areas. To further explore any area that looks interesting, simply move your party close to it. If the name of the area appears, press the X button to enter the Area Map of that location. You may then explore that area, but you may have to fight the local inhabitants to do so. Be on your guard whenever entering a town or area, and have your party properly equipped and prepared.



World Map.



Area Map.



The Record of Fate.

SAVING YOUR GAME, CHANGING CHARACTERS

While on the World Map, you can save your game any time you like by accessing the menu. You can also change your party members any time you want while on the World Map once you've obtained a special device. To save your game or change party members in a town, forest or dungeon, you must find a glowing green pyramid called a Record of Fate.

WHERE DO I GO NEXT?

Your main character, Serge, starts his epic journey in his small village. Talk to the citizens of Arni to find out what you should do to advance the story line of the game. By talking to everyone in any given area, you'll get all the clues you need to know where to go next, what to do, what dangers lie ahead, and all the possible side quests that are available for you to undertake.

If you grow tired of constantly advancing the story line, or if you want to savor the game, then go explore wilderness or dungeon areas that you've already visited, or areas that don't seem to have any importance at the time. You can battle enemies, increase your stock of Elements, and gain useful items that will help you when you return to the story line.

RECRUITING CHARACTERS

As you find interesting people to talk to, you may wonder if that person would be willing to join your party. You can recruit a good portion of the characters you speak to and confront at some point in the game. You just have to figure out what that character wants, or what circumstances cause that character to join your party.

Sometimes, recruiting new characters is important in advancing the story line. It's also important to have a wide selection of characters with different Innate Elements from which to choose. A character's Innate Element is the type of Element that the character will excel in using, and also determines the opposite type of Element that will affect the character more strongly. This becomes important when facing an enemy party of one or more Innate Element types. More on that is described in the following sections.

PARTY ORDER

All three members of your party appear on the World Map and the Area Maps. Serge doesn't always have to be first. In fact, in some areas you have a better chance of success if he isn't the leader of your party for a time. For example, you may only be able to pick up certain items if a character other than Serge is leading the party.

To rotate the order of your party, press the Select button until the character that you think should lead is doing so.

BUILDING CHARACTER STATS



Battles improve characters.

After many battles with enemies, you may notice that your characters receive bonuses to their HP, Stamina, Magic Resistance, or a number of other statistics that determine a character's power. You can sometimes raise these statistics by randomly exploring areas as described earlier. But most often, your characters will receive statistical bonuses as you fight your way through areas while following the story line.

The key to making your characters extra strong is to fight *all* the enemies visible on the Area Map. Running from or avoiding visible enemies only causes your party to become weaker when you confront the "Boss" of the area. You want to be as strong as possible when you face a Boss, above all others. Fighting is an important exercise for your characters, and improves their abilities to survive. Mastering *Chrono Cross* requires you to be brave and to seek out battles. Tap into your inner warrior, and enjoy the glory of combat.

LEVELING UP

When the three characters currently in your party achieve a new Star Level, all the characters you've recruited also receive that Star. Thus, when your three main characters suddenly learn their Lv.3 Tech Skills, so has everyone else!

Not all characters gain Element Grid slots and Tech Skills at the same rate as Serge. This is because not all characters learn at the same rate, and not all characters can be allocated as many Elements as Serge.

The main difference in the growth of the characters that are always in the party versus the character you rarely use is that those who are left out don't get the same amount of exercise. They don't gain HP, Stamina, Magic Resistance or other statistical bonuses at the same rate as the characters who are fighting. They still gain them, but much more slowly.



Talk to everyone for clues.



Recruit a lot of allies.

To keep all of your characters near the same level, you must rotate party members in and out of the fighting trio quite often. If you allow a character to slip behind the others in strength, HP, or whatever, then your party might become badly unbalanced when you're forced to place that character into your party again for whatever reason the story line dictates.

FINDING GOOD STUFF

It's important to keep a sharp eye out while exploring areas. Towns, dungeons and even forests are riddled with Treasure Chests. These contain items, elements and useful materials. Some chests are hidden or partially invisible, so the best advice is to search in all the corners of the area maps, and in all the nooks and crannies too. We've included all of the Area Maps in this guide, and all of the Treasure Chests and item locations have been marked. Follow the maps to find your way around, and only refer to the Event descriptions when you're concerned about the path taken or the choices in the story line.

Open every Treasure Chest you find, even if you already know what's inside. You may be thinking, "How many more pieces of Mythril do I *really* need?" But it's a good idea to collect materials and extra items anyhow. If these spoils don't come in handy during your current game, there's always a "New Game+." But more on that later...

EQUIPPING YOUR CHARACTERS

Progress in the game is achieved by facing giant, difficult enemies called "Bosses." These creatures are the opponents that are most likely to eradicate your party due to their enhanced strength, stamina, and Element-using abilities.

Prepare your characters for the challenges they face by ensuring that they are equipped with the best weapons, armor and accessories available. Don't be stingy when it comes to having new equipment forged. Spend your money wisely, but *spend it*, and make your party stronger. A party with a lot of money but weak weapons will make your gaming experience a nightmare.



Look for Treasure Chests everywhere.



Upgrade your equipment constantly.



Prepare carefully for Boss fights.

BOSSSES

As your characters navigate through an area, they will suddenly encounter an enemy that is more powerful and more dangerous than any previous opponent. These are called "Boss" enemies, and this term is an industry standard for video games. Boss enemies are generally considered the "master(s)" of the other enemies in the area. They are usually pretty upset that you have progressed so far. Bosses intend to stop you from attaining the most desirable treasure or path in the area.

If you are taken by surprise in a Boss encounter, or if you are sorely unprepared for any battle, select the "Run Away" option in the Battle Menu. Immediately reorganize your party, equip them differently, or retreat to the last save point and call in characters of different Innate Element types. Save your game if possible, and then return and engage the Boss again, this time with the advantage.

STAR LEVEL

You are rewarded for defeating Boss enemies by gaining a Star Level. Star Levels measure the strength of your party as a whole. Achieving a higher level expands your character's Element Grids and their combat abilities.



Winning Boss fights makes the party more powerful.

Gaining new levels after significant battles will most likely increase your characters' strength. Your current Star Level will drop whenever a Summon Element is used during battle, which will be explained later on. For this reason, spending the night at Inns is very important. When you spend money to stay the night, not only is your party's HP and Stamina fully restored, but your Star Level will be fully restored as well, and your party will be more proficient in combat.

One of the great things about *Chrono Cross* is that when you finish a first game, you can continue gaining Star Levels in a New Game+! By the end of your first game, you may reach a Star Level of 50. By the end of a second game, you may have close to 100! A higher Star Level makes defeating the final Boss much easier, which will be discussed where appropriate. Therefore, if you don't see the true ending on your first game, (which, most of you won't) rest assured that by completing a second game, you'll have no problem.

BASICS OF COMBAT

When the leading character of your party physically connects with an enemy or Boss on the Area Map, the screen explodes to indicate that combat is about to begin.



The battlefield.

Battlefield Alignment

Lined up on one side is your party, with the lead character in the middle, the second to the right, and the third to the left. The enemy is lined up on the other side, and usually varies in number from one to four. There are instances of five or six enemies, but these are special encounters that fit the story line.

Turn-Based Combat

Combat in *Chrono Cross* is unique to traditional "turn-based" RPGs. This new system enables you to enter battle commands for any character, at any time, and in any order, as long as your characters have stamina. No more waiting for time gauges!

When the battle begins, the first character in your party's order is highlighted, which means he/she is the first to go. As long as all of your characters have Stamina, you can have them attack in any order you want. You can switch between characters by pressing left or right on the directional pad, the analog stick, or L1 or R1. The first character doesn't necessarily have to attack first. You can also break off one character's attack right in the middle and move to the next character in a similar fashion.

Enemy Targeting

The character who is selected to attack must target an enemy. The enemy targeted first by default is usually enemy "A." You may feel that a different enemy poses an even greater threat, so you can change your targeting between enemies by pressing left or right on the directional pad. Go with your "warrior's instincts!"

Physical Attacks

After selecting an enemy to attack, your character will cross the battlefield to that enemy. You're then presented with a menu of attacks from which to choose. Each attack has a different "Hit Percentage," or chance of succeeding. Each time you select an attack, your character strikes the selected enemy. Your character can attack until he or she runs out of Stamina.

After the first attack, it's possible to finish the character's assault upon the enemy by selecting the attack that is highlighted in yellow. This attack will use the remaining Stamina of the character in a final blow, the power of which depends upon exactly how much Stamina is remaining. However, by selecting the yellow attack, your character can't attack anymore until he or she has restored some Stamina.

You can also use the Circle button to return to the attack menu at any point you have Stamina remaining. You can use 6 Stamina points in attacks, press the Circle button, choose to defend, attack a different enemy, let loose with an element attack, or run away.

Before selecting the final, yellow-highlighted attack, you may want to use the Element Power that your character has amassed during their turn to launch an Element attack on your enemy, or to heal other party members.



Build Element Power with attacks.



Use Element Power to cast magic.

Hit Percentage

During a combat turn, each attack has a certain percentage chance of succeeding when used on an enemy. The percentage chance defines the amount of Stamina that the character will use in the attack. The higher the percentage, the lower the amount of Stamina used (1 Stamina point). In contrast, the lower the percentage, the more powerful the attack and the more Stamina it will consume (3 Stamina points).



After targeting and approaching the enemy, the highest percentage attack causes the least amount of damage. This is because your character is attacking in the safest and surest way. You take a bigger chance when using an attack that uses a lot of force and Stamina, and the Hit Percentage reflects this.

As you select attacks to perform, the Hit Percentages of the remaining attacks available change depending on the amount of Stamina that the character has left to use. For example, if you start a turn with the high Hit Percentage attack, the remaining attacks available all gain higher Hit Percentages, because the character no longer has enough Stamina to perform a Fierce attack. However, if you begin with the lowest Hit Percentage attack, your character will deliver a Fierce attack first, and you can use the rest of the character's Stamina to deliver 2 or 3 lower powered attacks with the character's remaining Stamina.

The method of Hit Percentage selection is really up to the player. The pattern that we allowed ourselves to fall into most often was to use the Fierce attack, then the Strong, then the Weak. Thus, we scrolled down every time to the lowest percentage attack, and started from there.

Some enemies are extremely evasive. If you find that one or more of your characters is having trouble hitting an enemy when you start with the low Hit Percentage attack (Fierce), then you should switch patterns and start each attack with the high Hit Percentage (Weak) attack, and work your way down. Through this more subtle approach, your hits should land more successfully, even though less damage is inflicted in one turn. By doing it this way, at least you haven't wasted the character's Stamina and caused them undue fatigue.

Stamina

Your character's Stamina rating indicates the number and the power of the attacks your character may perform. As your character attempts blow after blow, his or her Stamina drops. Stamina is lowered even if the strike is unsuccessful, because your character has used up his or her energy in the attempt.

You can recover Stamina after a turn in one of two ways. As the first character uses up all of his Stamina, that character becomes unable to attack. The next character immediately becomes ready to commence an assault. As that character is attacking, their Stamina drops, and the first character gains back a little Stamina. The second character finishes, and the third character must now step up and attack. As that person uses up their Stamina, the first character recovers enough Stamina to begin a new assault, and the second character recovers a little. The third character will recover Stamina as the first and second characters attack. See the cycle?

The exception occurs when the player commands the character to use Elements during battle. Usage of Elements completely depletes the character, taking their Stamina into the red. Using an Element attack will always consume 7 Stamina points. Characters will not completely restore Stamina as quickly after using an Element, simply because their Stamina level is "negative." Thus, if all of your characters use physical attacks to build up their Element Power, and then use an Element to finish, no one will recover enough Stamina by the beginning of the next round to launch a full-power assault. This should be attempted only if you're sure you can defeat an enemy using this tactic.

Defend

When your party is depleted of Stamina in its entirety or if their Stamina is in the red, you can no longer command them during battle. You must wait until they have at least one full Stamina point in order to command them.



Hit% indicates attack power.



The “Defend” command comes in handy at times like these. If your party gets worn out to the point where they’re not recuperating enough Stamina, then you must command them to Defend for their next turn. The character will recharge some Stamina immediately, and the other party members will recharge a little too. If the whole party Defends, then the whole party starts anew! Be careful: Choosing the Defend command for each character consecutively will most likely prompt an attack from the enemy.

Also, your characters will take less damage from both physical and Element attacks by the enemy when commanded to Defend. A character shows that he or she is Defending when they have their weapon or arms raised protectively. They will lower their guard when you select them during battle. If you have a character Defend during battle, don’t select them again unless you want them to perform another command.

TECH SKILLS

After achieving a certain Star Level, characters can learn new combat “Tech Skills.” Tech Skills are powerful attacks or spells that either focus the character’s “Chi,” help the character utilize the power hidden within their weapon, or cause the character to perform a special combat move with devastating results.

You can use Tech Skills during combat by selecting them from the character’s Element Grid. All characters generally have Tech Skills at 3rd, 5th and 7th levels, as long as that character has Element Grids covering those Levels. The Level of the Tech Skill indicates its power, making higher level Tech Skills more valuable. For this reason, certain characters must fulfill side quests to learn their Level 7 Tech Skill. This side quest is sometimes described in the “Events by Location” chapter, but you’ll find how to get all the Lv.7 Tech Skills in the “Characters” chapter.

Some Tech Skills affect one opponent, while some affect all opponents. Some Tech Skills enable your character to steal valuable items and Elements from enemies. Other characters use Tech Skills that heal one or all party members, or even recharge Elements so they can be used twice in the same battle.

You should assemble a party of characters based on the variety of Tech Skills they offer. The strongest party will have one member with strong attack Tech Skills (usually Serge), one member with healing and restorative Tech Skills, while the other character should have the ability to steal or affect status changes on the enemies with their Tech Skills. Having two characters in your party with essentially similar Tech Skills lowers the power of your team, and reduces your ability to master the game.

ELEMENT SYSTEM

Each character has the ability to use Elements in *Chrono Cross*. Some just use them better than others, based on their Magic power level.

Elements appear in the form of colored bars that can be “Allocated” within any character’s Element Grid. The character can then use that Element on the field of battle.

Elements enable your characters to channel the energies of the world, or cast “spells” of various types. Elements perform a variety of functions. You can use them to attack, heal, or revive characters who’ve been knocked out of battle. They can lower an enemy’s defenses, prevent them from using Elements of a certain color, or remove them entirely from the battleground. Elements can also boost a character’s strength or resilience, recharge other Elements so they can be used again, or they can “trap” other Elements that an enemy might use, so the characters end up stealing the Element from the enemy!

There are also very rare Elements that enable you to “Summon” great spirits to inflict immense amounts of damage against your enemy, heal the entire party to full health, or affect the battlefield in some crucial way to the party’s favor. You won’t come across many Summon Elements until late in the game. Using Summon Elements generally engages beautifully complex animation graphics, and throws your enemies into a world of pain.



Characters have unique abilities.



Allocate various Elements to each fighter.



Salamander summoned.

Element Power

As your character attacks, each successful strike raises the Element Power of your character by a certain amount. A "Weak" attack raises your Element Power by 1, a "Strong" attack by 2, and a "Fierce" attack raises your Element Power by 3.

A typical character has enough Stamina at the start of the game to perform a Fierce, a Strong and a Weak attack all in one turn. Thus, your character might raise their Element Power to 3 or 4 after their first series of attacks. As your character receives Strength and Hit % bonuses by winning many battles, your character will become more capable of causing more damage and hitting more often, raising his or her Element Power to 7 on the first turn.

Raising Element Power has two purposes. First, you can use Elements or Tech Skills from a character's Element Grid to attack with greater power, or help characters regain HP during combat. Second, you can recharge the party when combat is over. If you have Element Power left over when the enemy is defeated, then each character can use that leftover power to fill their HP without having to use Consumable Elements. This can only be done if the Element Power reaches or exceeds a restorative Element in your Element Grid. For example, if your Element Power at the end of a battle is at 2, but the only restorative Element in your Element Grid is allocated to level 3, then your HP will not be restored. The Element must be allocated to level 1 or 2. This way, your party can move along without having to return to an Element shop to purchase more Consumable Elements.



Use leftover Element Power to heal the party.

The Laws of Element Usage

Using Elements is crucial to your success in the world of *Chrono Cross*. Just as each character and enemy can equip and use Elements, the way in which Elements are used is also critical. This is where your characters' Innate Element comes into play.

ELEMENT OPPOSITES

BLACK & WHITE

RED & BLUE

GREEN & YELLOW

Each character and enemy has an Innate Element; it's a requirement to exist in *Chrono Cross*. The character's Innate Element determines which color Elements he or she is best at using, and also which Element the character is weak against. There are six Elements present in the game: Black, White, Red, Blue, Green, and Yellow. Each Element has an opposite, as shown in the Element Opposites Table.

The point of Element opposites is that a character whose Innate Element is White, for example, is especially powerful when dealing with enemies whose Innate Element is Black, in both physical and Element assaults.

Unfortunately, the enemy has an advantage on characters of the opposite Innate as well. Your enemies are intent to single out characters who are of the opposite Innate Element and destroy them first, solely because of the stronger threat presented by the character.

However, characters who are of the *same* Innate Element as the foe will take less damage from the opponent's Element attacks and physical attacks. You should always go into a Boss battle with at least one character of the same Innate Element as the Boss. This character should be equipped with Revive and healing Elements, because they will most likely be the last one standing on the battlefield if the Boss pulls any devastating maneuvers. Plus, give them some Elements opposite of the Boss' Innate, just to give it a kick in the pants!

Allocation

After recruiting a new character, their Element Grid will be empty, so stockpiling multiple Elements is a necessity. You can quickly fill a character's Element Grid by using the "Auto Allocate" option. Although this is a quick way to get through the game, be warned that this option will give the character a greater number of Elements to match their Innate Element. You may find, as we did, that this makes the character somewhat unbalanced.

Make sure that each character in your party has an equal number of attack and heal Elements, as well as status-affecting Elements, Trap Elements, and protective Elements. Use the Auto Allocate option to quickly fill expansive Grids, and then customize the Grid delivered from the program by replacing some of the overstock of Innate-matching Elements with different colored Elements that might prove more useful.

If you know that you won't use a character for some time, then use the "Remove All" option so that you can reallocate their Elements. By doing so, you won't wonder what happened to your most powerful Elements because they'll always be allocated!

Field Effect

During battle, you'll see the Field Effect display in the upper left-hand corner of the screen. The inner circle changes to match the color of the Element most recently cast. As more Elements are cast, the inner rings are pushed outward.

When the entire Field Effect is one color, Elements of that color that are cast will have greater effect, and Elements of the opposite color will be weaker. Boss enemies will often attempt to cast Elements so that the Field Effect is turned a color that gives them the advantage. Don't give Bosses the edge; cast a barrage of Elements of different colors so that the fight remains fair.



A solid field affects Element usage.

Summon Elements

As described previously, Summon Elements call upon great spirits to aid the party in battle. "Saints" calls down a host of winged angels to attack the enemy, while simultaneously healing the party completely. "GrimReaper" calls upon the Angel of Death from the Underworld to harvest the souls of your enemies. "Salamander" teleports the enemies to Mount Pyre, where a giant Salamander trapped in magma blasts enemies with fire. The graphics and animation during Summons are astonishing, so try to collect and use them all while playing *Chrono Cross*.

Summons are all high level Elements, meaning you can only allocate them to a character's Level 6, 7, or 8 Grid and only if the character is the same Innate Element color as the Summons. This means that Summons cannot be cast on the character's first turn. The character must first get up to Element Power 6, 7, or 8 by using physical attacks on the enemy. Even then, the Field Effect must be all the same color as the Summons. With enemies sometimes casting Elements of different color types while you're desperately trying to turn the Field Effect all one color, you can understand what a difficult task this can become.



When you first find Summons, you should have some other "Anti" Elements, such as AntiRed, AntiBlue, etc. While these rarely work against Bosses, you can use them against lesser enemies who usually can only cast Elements of one color. Therefore, you can block the enemy from casting Elements for a while. Then have all of your characters cast Elements that are the same color as the Summons to prepare the Field Effect for the coming Summon.

There are other Elements that turn the Field Effect all one color, such as Blue Field and Red Field. These are extremely helpful in casting Summons, so you must strategize their usage. Rely on your party's order. Allocate the Field-affecting Element to a character other than the one who has the Summon Element allocated. Use one turn to get both fighters up to Element Power 6, 7, or 8. Then command the first character to turn the Field all one color, and quickly have the next character use the Summon Element. This is the most effective strategy we've discovered for casting Summon Elements. As mentioned in a previous section, casting a Summon Element will consume your party's current Star Level by one. In order to restore your current Star Level to the maximum, rest at an Inn.

Do not use Summon Elements on enemies of the same Innate color as the Summons. The Summon will most likely heal the enemy to the same extent that it would have damaged them had they been of the opposite Innate Element color.



Summon Elements "Saints."



Summons in the Element Grid.



Use Field-affecting Elements to help summon.

GENERAL ATTACK STRATEGY

You must balance your attacks if you want your party to operate at maximum efficiency and fighting strength. Here are some suggested attack strategies.

- ⊗ If each character fights and then uses their last attack to launch an Element, your entire party will not have enough Stamina to launch a quick attack, and may prompt the enemy to counterstrike immediately. Still, this is a good way to weaken an enemy right at the start of a battle. However, you must be prepared to have your entire party Defend for the next whole round while the enemy has a chance to retaliate.
- ⊗ Command each character to strike until all their Stamina is used in their first round. Each of your characters will max their Element Power in turn, and will recuperate some Stamina while the other characters build their Element Power. On the second round, have each character use a high-level Element. This way, you can launch three Elements or Tech Skills in a row and truly devastate the enemy party.
- ⊗ Build up your entire party's Element Power in the same way as previously mentioned, except have the character use low-level Elements only. That way, they don't drop in Element Power entirely, and you can reserve stored Power for the next round or heal quickly in case of emergency.
- ⊗ On each round, have a different character use an Element or Tech Skill while the other characters only use physical attacks. Your party will maintain a higher level of Stamina on the whole, and each character will be utilized to their fullest potential.

The following is an excellent strategy specifically regarding Element allocation.

- ⊗ **Example:** You're about to fight a Boss whose Innate Element is Yellow. Place a character in your party whose Innate Element is also Yellow. This character will take less damage from the Boss' physical and Element attacks. Allocate this character with Revive and Cure Elements, because the others will have a much tougher time staying healthy. Allocate this one character with lots of Green Elements. By doing so, the character can wreak havoc with the Elements that damage the Boss most strongly, but the Boss won't be able to retaliate against the character because they're of the same Innate!

The following is an excellent strategy specifically regarding Summon usage.

- ⊗ To use Summon Elements, the Field Effect must be completely colored the same as the color of the Summons. Set up your characters so that one character can cast a field-coloring Element such as RedField, and then another character can use a red Summon Element like Salamander. In battle, spend a couple of turns powering both characters up to Element Power 8. On the next round, have the first character cast RedField and the next cast Salamander. BOOM! Dead enemies, lots of Shiny materials left over. This is Summoning made easy.

The aforementioned sections are several ways to maximize the attack power of your heroes. You can find other ways as well, however, don't fall into the habit of using the same strategy in every battle. New enemies may surprise you with their sudden resilience to the tactics you're using.

NEW GAME+

That's right, playing one game of *Chrono Cross* isn't the end of your adventure! After defeating the final Boss, you can start a New Game+ with convenient added features and more power than your previous game.



Added features in a second game.

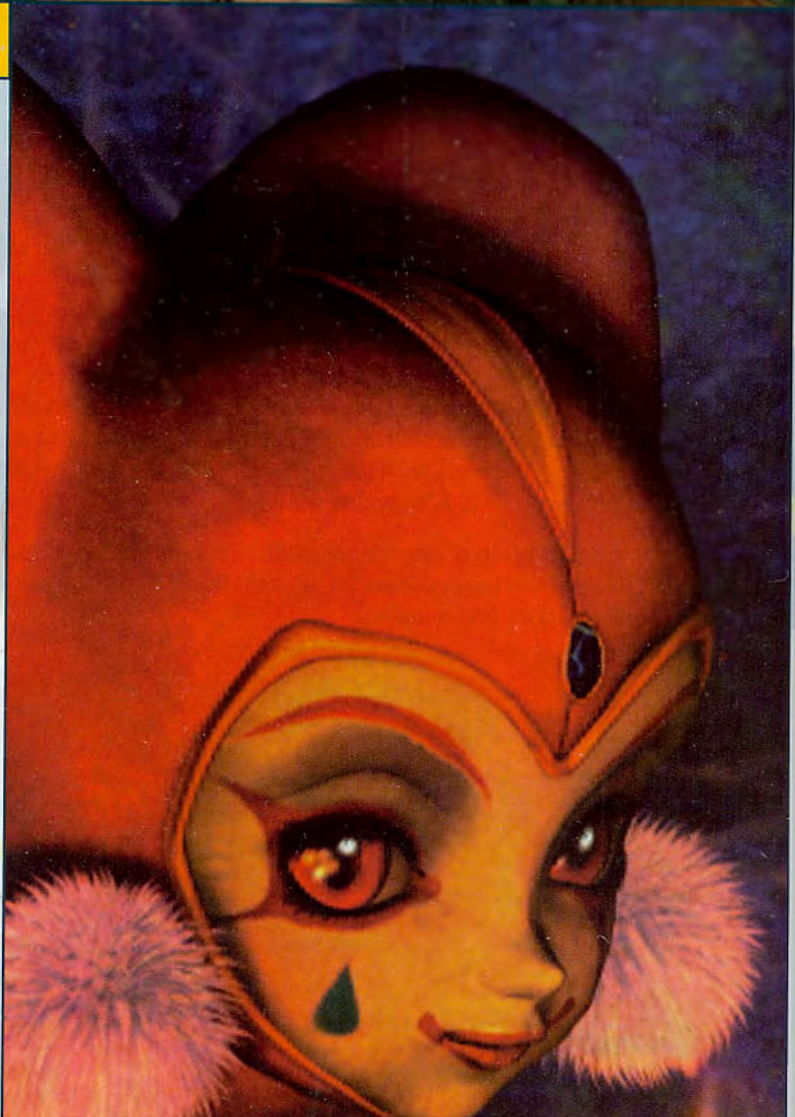
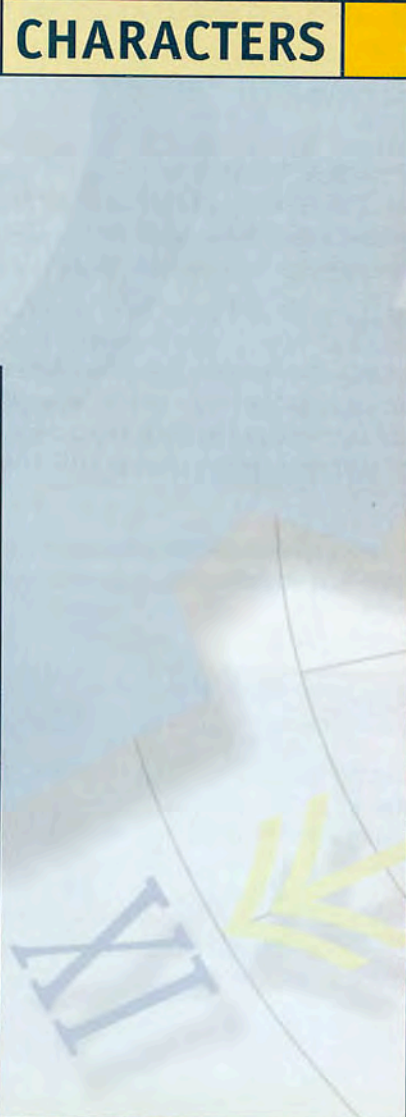
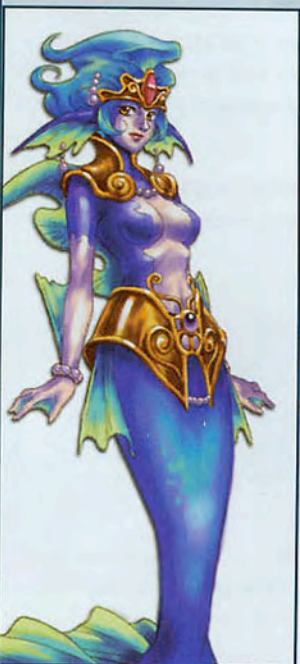
You start the game at the very beginning, with all the powerful equipment and Elements from your previous game! It's important to know that this occurs so you can be properly equipped to start over and you won't want to defeat the final Boss until you're ready for the next adventure.

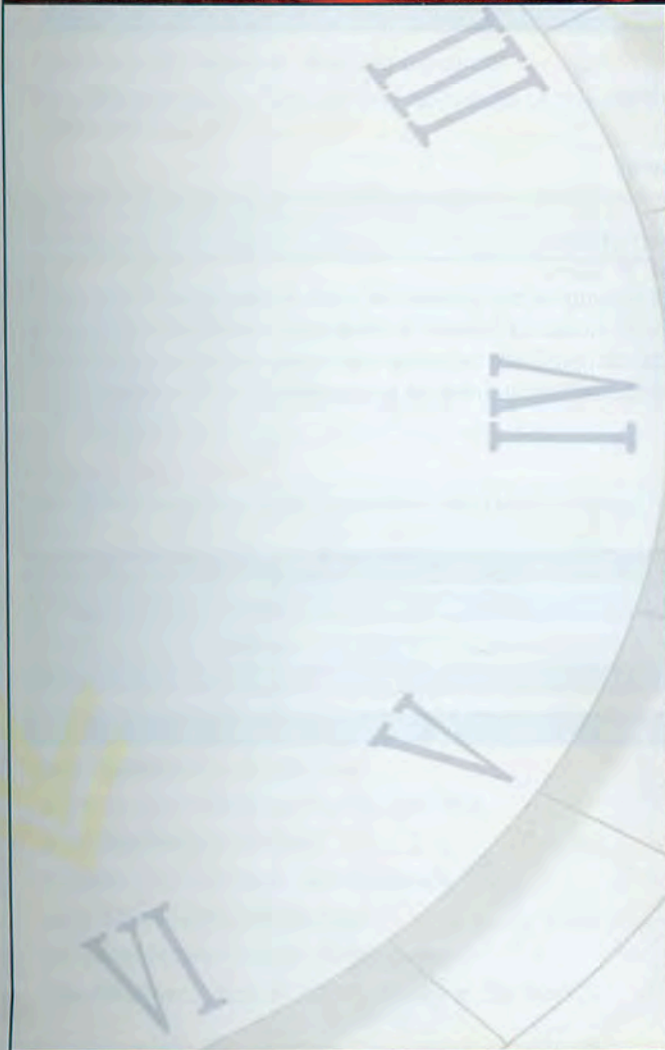
There are also several new endings available in a New Game+, and there are many other new features. The "New Game+" chapter goes into more detail, but you should save reading that until you've finished a game!





CHARACTERS





CHAPTER 3

CHRONO CROSS CHARACTERS

**BIO**

Age: 17 (M)
Origin: Arni
Height: 5'7"
Weight: 128 lbs.
Build: Ordinary
Right-handed

WEAPON

Swallow/Mastermune

INNATE ELEMENT

White ☐

SERGE

Serge is the silent protagonist of Chrono Cross. He is an uncomplicated youth from Arni Village, a small fishing town on the south part of the El Nido Archipelago's central continent, Zenan. Ten years ago, Serge's father disappeared under mysterious circumstances, and Serge nearly drowned. One day, Serge is drawn into Another World. This world is exactly like Serge's Home World in many ways... except some things have changed. Why has Serge been drawn into Another World? Is he trapped?

Recruiting Serge

Place Chrono Cross, Disc One into your PlayStation game console. There he is!

Serge's Attacks

Hi%	Weak	Jab
Mid%	Normal	Slash
Low%	Fierce	Double slash with each end of swallow

Tech Skills**Lv.3: Dash&Slash — Single Foe**

Charge at foe for extra-powerful blade strike

Lv.5: Luminaire — All Foes

Build up and release a burst of "chi" energy

Lv.7: FlyingArrow — Single Foe

Focus energy on Swallow and hurl yourself at foe

How Obtained: Learned automatically at 35 Stars.

KID

A "cute and helpless young girl" (her words, not ours) who is always ready to kick her opponents' arses so hard they'll kiss the moons. Her accent is modeled on an Australian accent. Kid leaps to Serge's aid when he is surrounded by Dragoon thugs, and pesters him repeatedly to join forces. The first Tech Skill she learns allows the player to steal items from enemies. She is one of only two characters who can steal for the first half of the game, making her a very handy party member. But what does Kid really want from Serge? Why is she so desperate to accompany him to Viper Manor? Who is this Lynx character, and why does she hate him so terribly?

Recruiting Kid

Kid tries to join Serge several times at Cape Howl, Termina, and Viper Manor. Just agree whenever you get tired of her whining.

Kid's Attacks

Hi%	Weak	Stab
Mid%	Normal	Slash
Low%	Fierce	Strong uppercut with blade

Tech Skills

Lv.3: Pilfer — Single Foe

Attempt to steal your opponent's treasure

Lv.5: RedPin — All Foes

Throw a whole bunch of daggers all at once

Lv.7: HotShot — Single Foe

The Death-blow machine invented by Lucca

How Obtained: In Lucca's burning house, go to the machinery in the first room and enter the password (L-A-R-A).



BIO

Age: 16 (F)
Origin: Unknown
Height: 5'5"
Weight: 99 lbs.
Build: Slender
 Ambidextrous

WEAPON

Dagger

INNATE ELEMENT

Red

LYNX

A feline demi-human who is Kid's archenemy. An enigmatic and cunning character, Lynx displays frightening insight into Serge's past and his current situation. Rumored to be seeking the legendary Frozen Flame, Lynx has recently been seen amongst the Dragoons at Viper Manor. Has Lynx allied himself with General Viper? Is he attempting to manipulate the current path of history? And why does he seek out Serge?

Recruiting Lynx

You will know how to recruit Lynx when the time is right...

Lynx's Attacks

Hi%	Weak	Jab
Mid%	Normal	Slash
Low%	Fierce	Double slash with each end of weapon

Tech Skills

Lv.3: GlideHook — Single Foe

Slice opponent as you gently fly past him

Lv.5: FeralCats — All Foes

Invokes a pack of magic cats to attack

Lv.7: Forever Zero — All Foes

All things become eternal nothingness

How Obtained: Learned automatically at 35 Stars.



BIO

Age: 17 (M)
Origin: Arni
Height: 6'4"
Weight: 176 lbs.
Build: Solid
 Right-handed

WEAPON

Swallow/Mastermune

INNATE ELEMENT

Black



BIO

Age: 26 (M)
Origin: Zenan Mainland
Height: 6'2"
Weight: 154 lbs.
Build: Tall & Slender
Right-handed

WEAPON

Rod

INNATE ELEMENT

Black

GUILE

A masked magician found getting wasted at the bar in Termina (Another World). His ability to attack enemies using Elements is extremely helpful, and his Tech Skills are devastating. He is currently looking for a boatman to take him to Viper Manor. He's made a bet with the fortune-teller in Termina to bring back an item of proof from the Manor within a week. Sure enough, if you visit the fortune-teller with Guile in your party after the events in Viper Manor, Guile will receive a shiny new Brass Rod!

Recruiting Guile

In Termina (Another World), speak to the man polishing Viper's statue, and then find Guile in the Termina bar. Tell him to take you to Viper Manor.

Guile's Attacks

Hi%	Weak	Bash
Mid%	Normal	Knock rod into foe
Low%	Fierce	Rod attacks all enemies

Tech Skills

Lv.3: Wandaln — Single Foe

Teleport magic wand into foe's innards

Lv.5: WandaSwords — Single Foe

Turn magic wand into swords that stab foe

Lv.7: LightningRod — Single Foe

Charge magic wand with lightning to zap foe

How Obtained: Learned automatically at 35 Stars



BIO

Age: 26 (M)
Origin: Porre, Zenan
Height: 5'10"
Weight: 137 lbs.
Build: Average
Right-handed

WEAPON

Gun

INNATE ELEMENT

Yellow

NORRIS

A Commander in the Porre Military that has overtaken Termina in Serge's Home World. He is the leader of the Black Wind, a kind of undercover investigations team within the Porre Army. He was assigned to infiltrate the Dragoons, but his assignment ended in mystery.

Recruiting Norris

Visit Viper Manor Ruins (Home World) with Radius in your party, and find Norris in the basement.

Norris' Attacks

Hi%	Weak	Shoulder shot
Mid%	Normal	Body shot
Low%	Fierce	Head snipe

Tech Skills

Lv.3: SpiralRay — Single Foe

Shoot a twisting ray of aura from your pistol

Lv.5: SunShower — All Foes

Fire aura in the air to cause a rain of bullets

Lv.7: TopShot — Single Foe

Fires a concentrated ball of aura energy

How Obtained: After escaping the Porre Army at Viper Manor (Another World), return with Norris in the party and speak to the "other" Norris.

NIKKI

Simply put, Nikki rocks! One of the few Innate Blue characters with all offensive Tech Skills, Nikki is a balanced fighter and Element-user. He's worth recruiting simply so he can entertain you with his rock concert fighting style. Nikki is one of the three characters that will guide your party to Viper Manor.

Recruitment

In Termina (Another World), go on board the Magical Dreamer's boat. In the dressing room, talk to Nikki's manager and Dynamite Dancer Miki. Agree to search for Nikki in the Shadow Forest. There you'll find Nikki in a daze. When you rescue him from monsters, he'll lead you under a waterfall, then join your group.

Nikki's Attacks

Hi%	Weak	Pick scratch
Mid%	Normal	Whammy bar
Low%	Fierce	Rock solo

Tech Skills

Lv.3: GrandFinale — Single Foe

Break beloved guitar on foe at performance's end

Lv.5: ChillOut — Single Foe

Play a cool tune that'll freeze your worst critic

Lv.7: LimeLight — All Foes

Play some heavy metal that'll shake your foes

How Obtained: With Nikki in your party, visit the other Nikki on board the Magical Dreamer's ship, which is connected to the S.S. Zelbess (Home World).



BIO

Age: 19 (M)

Origin: S.S. Zelbess

Height: 6'0"

Weight: 115 lbs.

Build: Thin

Right-handed

WEAPON

Pick

INNATE ELEMENT

Blue

VIPER

General Viper is highly regarded as the benevolent ruler of the El Nido Archipelago. But as the unstoppable Porre Army threatens to invade Viper's domain, he makes a desperate and terrible alliance.

Recruiting the General

Return to Hermit's Hideaway (Another World) after rescuing Riddel from the Porre Army at Viper Manor. Viper is on board the SS Invincible, where he will join.

Viper's Attacks

Hi%	Weak	Jab
Mid%	Normal	Slash
Low%	Fierce	Spinning slash, backslash

Tech Skills

Lv.3: G-Force — Single Foe

Utilize gravity's pull to swing sword harder

Lv.5: AirForce — All Foes

Make huge blades of thin air and hurl them at foes

Lv.7: FlagBearer — Self

Raise the national flag to raise the fighting spirit

How Obtained: After Serge is reborn, visit Termina (Home World) with Viper in party. Talk to barmaid, go into back room, and examine tapestry.



BIO

Age: 57 (M)

Origin: El Nido

Height: 6'7"

Weight: 216 lbs.

Build: Solid

Right-handed

WEAPON

Sword/Viper's Venom

INNATE ELEMENT

Yellow



BIO

Age: 24 (F)
Origin: El Nido
Height: 5'7"
Weight: 104 lbs.
Build: Slender
Right-handed

WEAPON

Rod

INNATE ELEMENT

White

RIDDEL

Riddel is General Viper's beautiful daughter and the Lady of Viper Manor. She grew up with Glenn and his brother Dario. Riddel has powerful healing and protective Tech Skills, although her physical attacks are a bit weak.

Recruiting Riddel

Rescue Riddel from the Porre Army at Viper Manor (Another World), and then return to Hermit's Hideaway. Later, on board the S.S. Invincible, Riddel joins, along with a host of others.

Riddel's Attacks

Hi%	Weak	Bash
Mid%	Normal	Knock rod into foe
Low%	Fierce	Rod attacks all enemies

Tech Skills

Lv.3: SnakeEyes — All Allies

Use the power of White Cobra to heal your party

Lv.5: SnakeSkin — Single Ally

Use the power of White Cobra for protection

Lv.7: SnakeFangs — Self

White Cobra's power will recharge some Elements

How Obtained: Defeat Dario on the Forbidden Isle with Riddel in your party.



BIO

Age: 27 (M)
Origin: El Nido
Height: 5'11"
Weight: 159 lbs.
Build: Solid
Right-handed

WEAPON

Axe

INNATE ELEMENT

Green

KARSH

One of General Viper's 4 Dragoon Devas. Karsh is an extremely brutal and devastating warrior, and his Tech Skills and Element usage are good as well. He is a strong ally to use when fighting big enemies, but he is Serge's enemy during their first few encounters.

Recruiting Karsh

After The Dead Sea, go into the back room of the bar in Termina (Another World). Choose between recruiting Karsh or Zoah to rescue Riddel from the Porre Army. If you choose Zoah, Karsh joins later on the S.S. Invincible (Another World) after rescuing Riddel.

Karsh's Attacks

Hi%	Weak	Slice
Mid%	Normal	Slash
Low%	Fierce	Double Slash

Tech Skills

Lv.3: DragonRider — Single Foe

Jump on your dragon to make a charge attack

Lv.5: AxialAxe — All Foes

Send aura into axe and throw it in a circle

Lv.7: Axiomatic — Single Foe

Spin axe around to build up power for final blow

How Obtained: With Karsh in party, return to the Isle of the Damned (Another World) and defeat Solt and Peppor.

ZOAH

One of General Viper's 4 Dragoon Devas. Zoah is a monstrous character with incredible power and intimidating muscles. His face is forever concealed inside a large helmet. Zoah attacks with ferocious power, and his Tech Skills will crush your opponents.

Recruiting Zoah

After The Dead Sea, go to the back room of the bar in Termina (Another World). Choose between recruiting Zoah or Karsh to help you rescue Riddel from the Porre Army. If you choose Karsh, Zoah will join on board the S.S. Invincible (Another World) after rescuing Riddel.

Zoah's Attacks

Hi%	Weak	Slap
Mid%	Normal	Punch
Low%	Fierce	Two-fist pummel

Tech Skills

Lv.3: DragonRider — Single Foe

Jump from your steed to do an elbow-crush dive

Lv.5: Gyronimo — Single Foe

Fly like a helicopter to make a spinning dive

Lv.7: Toss&Spike — Single Foe

Throw foe high in air, then beat him back down

How Obtained: Return to Zoah's room in Viper Manor. Place Zoah at the front of the party and open the treasure chest.



BIO

Age: 16 (M)
Origin: El Nido
Height: 6'3"
Weight: 203 lbs.
Build: Mammoth
Right-handed

WEAPON

Glove

INNATE ELEMENT

Yellow

MARCY

The Diva of the 4 Dragoon Devas under General Viper, Marcy is an evil brat who packs a big wallop. She can't wait to fight, and channels a great deal of emotion into her battles. She makes a good ally, combining equal fighting and healing abilities.

Recruiting Marcy

Marcy joins automatically after Riddel is rescued from the Porre Army.

Marcy's Attacks

Hi%	Weak	Slap
Mid%	Normal	Kick
Low%	Fierce	Roundhouse Kick

Tech Skills

Lv.3: Cat'sCradle — Single Foe

Pierce the enemy with your secret strings

Lv.5: StringPhone — All Foes

Send a cold signal down your secret string line

Lv.7: WebSurfer — All Foes

Weave secret strings to cut out a wave of rocks

How Obtained: Learned, automatically at 40 Stars.



BIO

Age: 9 (F)
Origin: Zenan Mainland
Height: 4'9"
Weight: 84 lbs.
Build: Smallish
Left-handed

WEAPON

Glove

INNATE ELEMENT

Blue



BIO

Age: 16 (M)
Origin: Guldove
Height: 5'6"
Weight: 123 lbs.
Build: Thin
Right-handed

WEAPON

Fishing Lure

INNATE ELEMENT

Blue

KORCHA

Korcha is a wild kid from Guldove. Still, he has very firm values of right and wrong, and he really does care. Plus he's got a thing for Kid, so you'll have to do right by her to secure Korcha's services.

Recruitment

Korcha boats you around for a while, but won't join unless you agree to help Kid. When he ferries you back to Termina (Another World), ask him to join.

Korcha's Attacks

Hi%	Weak	Reel bonk
Mid%	Normal	High kick
Low%	Fierce	Fishing rod whip

Tech Skills

Lv.3: HeadButt — Single Foe

Swim in the air and dive head-first at opponent

Lv.5: Hook&Sinker — Single Foe

Snag a foe on fishing line and reel it in

Lv.7: BigCatch — Single Foe

A special lure to catch the big one that got away

How Obtained: After the Terra Tower, check the mermaid tank in Termina (Another World), and then speak to the mermaid by Greco's house in the shrine area.



BIO

Age: 28 (F)
Origin: Zenan Mainland
Height: 5'9"
Weight: 97 lbs.
Build: Thin
Right-handed

WEAPON

Shot/Card Deck

INNATE ELEMENT

Black

LUCCIA

Luccia is a creepy mad scientist with a thick German accent that your party encounters in Viper Manor (Another World). She'll test out her experiments on you, but she's still not all bad.

Recruitment

Return to Viper Manor (Another World) after fighting Lynx there. Find Luccia on the upstairs balcony, then follow her down to the lab.

Luccia's Attacks

Hi%	Weak	Flick shot
Mid%	Normal	Shot throw
Low%	Fierce	Scatter shot

Tech Skills

Lv.3: Pin-UpGirl — Single Foe

Practice the pinning of a specimen on your foe

Lv.5: Mix&Match — Single Foe

Chemical compound causes multiple status effects

Lv.7: TestAmeba — Single Foe

Let foe be a test-host for a new parasitic amoeba

How Obtained: With Luccia in party, return to the sewers under Viper Manor (Another World) and find the amoeba near the treasure chest.

POSHUL

Poshul is a lipping pink pooch from Serge's home village. She's used to a great deal of pampering and displays the attitude of an elitist snob from time to time. But she's a valid fighter, worth recruiting as early as possible. Her Tech Skills are hysterical—you'll be rolling on the ground laughing your head off!

Recruiting Poshul

Find the Heckran Bone under the bed in the room above the restaurant in Arni Village (Home World), and present it to Poshul. Otherwise, she will automatically join your party in Arni Village (Another World) after you defeat Karsh, Solt, and Peppor and choose not to have Kid join your party.

Poshul's Attacks

Hi%	Weak	Bite
Mid%	Normal	Paw Jab
Low%	Fierce	Flip-kick

Tech Skills

Lv.3: K9-Ball — Single Foe

Curl up into a ball and bounce at foe

Lv.5: DoggyDunnit — All Foes

Kick up the dirty stuff from pooch's sandbox

Lv.7: Unleashed — Single Foe

Unlock dog collar to unleash pooch power!

How Obtained: After Serge is reborn, return to Arni Village (Home World) with Poshul in your party, and speak with Leena on the pier.



BIO

Age: Unknown (F)
Origin: Arni
Height: 3'8"
Weight: 26 lbs.
Build: Roly-poly
 Dominant Paw Unknown

WEAPON

Glove

INNATE ELEMENT

Yellow

RAZZLY

Razzly is a Forest Fairy who wishes to find her way home. The party finds her locked in a cage within the Hydra Marshes, about to be the dinner of a Pentapus. Razzly's not an impressive fighter, but her Fairy Magic will dazzle your heart. ("Awww, how cute!")

Recruitment

Agree to find the Hydra Humour to help Kid. Then in the Hydra Marshes (Home World), save her from the Pentapus. If you choose not to help Kid, Razzly will not be available for recruitment.

Razzly's Attacks

Hi%	Weak	Rod swing
Mid%	Normal	Rod shot
Low%	Fierce	Rod shot (all)

Tech Skills

Lv.3: Raz-Star — Single Foe

Catch a falling star

Lv.5: Raz-Heart — Single Ally

A gift from the heart

Lv.7: Raz-Flower — All Allies

Protect friends with flower power

How Obtained: After Serge is reborn, take Razzly to Water Dragon Isle (Another World) and speak to Rosetta, the fairy positioned by the central tree.



BIO

Age: Unknown (F)
Origin: Water Dragon Isle
Height: 3'7"
Weight: 11 lbs.
Build: Tiny
 Dominant Arm Unknown

WEAPON

Rod/Floral Rod

INNATE ELEMENT

Green



BIO

Age: 52 (M)
Origin: Zenan Mainland
Height: 5'8"
Weight: 181 lbs.
Build: Solid
Right-handed

WEAPON

Axe/Hammer/Master Hammer

INNATE ELEMENT

Red

ZAPPA

Zappa is an obstinate blacksmith who runs a shop with the help of his wife, Zippa. They are the parents of Karsh, and the proud Official Outfitters of the Acacia Dragoons. Don't bother Zappa while he's working! Once recruited, Zappa is an awesome fighter, but not too handy with Elements.

Recruitment

Visit Zappa's Smithy in Termina (Home World) with Radius in your party.

Zappa's Attacks

Hi%	Weak	Upper blow
Mid%	Normal	Bash
Low%	Fierce	Wind-up Smash

Tech Skills

Lv.3: HammerBlow — Single Foe

Beat the earth to rattle your foe

Lv.5: HammerThrow — All Foes

Spin like a top to knock foes flying

Lv.7: BallsOfIron — Single Foe

Like playing golf with an adrenaline rush

How Obtained: Learned automatically at 40 Stars.



BIO

Age: 44 (M)
Origin: Guldove
Height: 5'7"
Weight: 203 lbs.
Build: Chubby
Right-handed

WEAPON

Kitchen Utensils

INNATE ELEMENT

Red

ORCHA

Orcha is the fiery cook who loves to make food. He works at Viper Manor, and feeds the army excellent grub. Orcha is an excellent fighter and works well with Elements.

Recruitment

Joins in Viper Manor (Another World) when party rescues Riddel, after attempting to kill the heroes in his evil form.

Orcha's Attacks

Hi%	Weak	Stomp
Mid%	Normal	Cleave
Low%	Fierce	Head Smash

Tech Skills

Lv.3: SpiceOfLife — All Allies

Scatter secret spice to make party healthy

Lv.5: MysteryMenu — Single Foe

Turns your foe into the main course

Lv.7: DinnerGuest — Single Foe

Invites the cook to show his other face

How Obtained: Place Orcha at front of party and speak to his brother Belcha in Arni Village (Home World).

RADIUS

Radius is a formidable master of offensive Tech Skills and Element usage. Previously a Deva in the Acacia Dragoons, Radius is now retired and holds the position of Chief in Arni Village. His no-holds-barred tutorial methods will make you feel like an amateur. When he joins your quest, there is no limit to the amount of damage he can cause to enemies.

Recruitment

With Lynx in your party, visit Opassa Beach, speak with Marge, Serge's mother, in Arni Village (Home World), and then defeat Radius in battle.

Radius's Attacks

Hi%	Weak	Tap
Mid%	Normal	Staff poke
Low%	Fierce	Staff swing

Tech Skills

Lv.3: LongShot — Single Foe

Hit foe from afar with "Chi" aura

Lv.5: QuickDraw — Single Foe

Swing your staff faster than the eye can see

Lv.7: VitalEnergy — Single Foe

Send waves of "Chi" aura flying at foe

How Obtained: Learned automatically at 35 Stars



BIO

Age: 62 (M)

Origin: Zenan Mainland

Height: 5'8"

Weight: 119 lbs.

Build: Thin

Right-handed

WEAPON

Staff

INNATE ELEMENT

Green

FARGO

Fargo is the Pirate Captain of the S.S. Invincible. He speaks with a typical pirate's accent ("Arrgh, mateys!"). It's hard to determine at first if Fargo is friend or foe, but if you fight well and prove yourself worthy, you can count on the old pirate to back you up whenever you need help. Fargo loves to steal; he excels at it. And his usage of the forbidden Tech Skill of death, Invincible, makes Fargo a character you'll want to have in your party quite often.

Recruitment

Joins on board the S.S. Invincible after rescuing the party on Hermit's Hideaway (Another World) during the latter half of the game.

Fargo's Attacks

Hi%	Weak	Punch
Mid%	Normal	Upward thrust
Low%	Fierce	Slash

Tech Skills

Lv.3: Pillage — Single Foe

Plunder opponent's treasure

Lv.5: CannonBalls — All Foes

Call for support fire from the S.S. Invincible

Lv.7: Invincible — Single Foe

The forbidden deathblow unleashed from within

How Obtained: Take Fargo from Another World on board the S.S. Zebess and talk to the other "evil" Fargo.



BIO

Age: 40 (M)

Origin: Unknown

Height: 6'0"

Weight: 163 lbs.

Build: Macho

Right-handed

WEAPON

Sword

INNATE ELEMENT

Blue

**BIO**

Age: 38 (F)
Origin: Guldove
Height: 5'6"
Weight: 150 lbs.
Build: Stout
Right-handed

WEAPON

Kitchen Utensils

INNATE ELEMENT

Red

MACHA

Macha is the mother of Korcha and Mel. She's raised her children well, and still lectures them from time to time if she doesn't think they're making the right choices. If Korcha refuses to take you where you want to go in his boat, then Macha will do it.

Recruitment

At Guldove (Another World), decide not to find the Hydra Humour to save Kid. Find Korcha at the residential towers. After Macha tells him off, she boats you back to Termina. After speaking to Glenn by the entrance of Termina, return to the boat docks and talk to Macha again.

Macha's Attacks

Hi%	Weak	Poke
Mid%	Normal	Head butt
Low%	Fierce	Big Swat

Tech Skills**Lv.3: BottomsUp — Single Foe**

A hip-drop that makes foe the "butt" of jokes

Lv.5: Folding — Single Foe

Handle foe as if you're folding your laundry

Lv.7: DirtyDishes — Single Foe

One angry mama lets anything fly!

How Obtained: Learned automatically at 35 Stars.

**BIO**

Age: 20 (M)
Origin: Termina
Height: 5'9"
Weight: 141 lbs.
Build: Average
Right-handed

WEAPON

Sword/Einlanzer (x2)

INNATE ELEMENT

Green

GLENN

Noble Knight, son of Garai, brother of Dario. Glenn is an awesome character to have in your party. Not only is he a strong fighter and Element-user, but he gets to wield the legendary sword Einlanzer. Not just one Einlanzer, but two from different worlds. And if that wasn't enough, he does a Double Tech attack with Serge!

Joining Forces with Glenn

The only bad thing about Glenn is that he's not easy to recruit, nor is the method obvious. When in Guldove, you must refuse to get the Hydra Humour to help Kid. Return to Termina with Macha, and observe Glenn's conversation at the entrance of town. Then return to the boat and Glenn will ask if you want to share a boat ride.

Glenn's Attacks

Hi%	Weak	Stab
Mid%	Normal	Down slash
Low%	Fierce	Upper thrust

Tech Skills**Lv.3: Dash&Gash — Single Foe**

Build up momentum for a stronger slash attack

Lv.5: SonicSword — Single Foe

Tech Skill taught to him by his big brother

Lv.7: Dive&Drive — Single Foe

Pierce foe from above and finish with a kick

How Obtained: Learned automatically at 40 Stars.

LEENA

Leena is Serge's would-be girlfriend from Arni, a very proper young lady and a dreamy romantic. Despite her naivete and polite manners, Leena is a fierce warrior in combat, beating enemies silly with spatulas and frying pans. She can recharge her elements during battle, so equip her with lots of Cure and Heal Elements.

Recruitment

After defeating Karsh, Salt, and Peppor at Cape Howl (Another World), refuse to let Kid join Serge. The next morning, Leena will join.

Leena's Attacks

Hi%	Weak	Foot stomp
Mid%	Normal	Utensil smack
Low%	Fierce	Head whap

Tech Skills

Lv.3: MaidenHand — Single Foe

A real slap in the face to body and soul

Lv.5: MaidenHeart — Self only

Virgin's prayer to recharge Elements' power

Lv.7: MaidenFaith — Self only

Virgin's prayer for the power of self-revival

How Obtained: On Opassa Beach, answer that Serge will "always remember the day." After Serge is reborn, place Leena at head of party and speak to Leena's mom in Arni Village (Home World).



BIO

Age: 16 (F)
Origin: Arni
Height: 5'5"
Weight: 93 lbs.
Build: Ordinary
Right-handed

WEAPON

Kitchen Utensils

INNATE ELEMENT

Blue

MIKI

Miki is the distractingly gorgeous lead dancer of Nikki's performance troupe, the Magical Dreamers. She appears concerned that Nikki has disappeared in the Shadow Forest, and wants the party to go hunting for him. Whether the player follows that path or not, the Miki in Home World can be recruited following her earth-shattering performance on board the Zelbess.

Hiring the Dynamite Dancer

At the conclusion of a special concert, and after clearing all the monsters on Marbule (Home World), return to the S.S. Zelbess and speak with Miki in the restaurant.

Miki's Attacks

Hi%	Weak	Tassel slice
Mid%	Normal	Tassel whip
Low%	Fierce	Spin chop

Tech Skills

Lv.3: HeadBopper — Single Foe

A dance that's bound to make heads turn!

Lv.5: SexyWink — Single Foe

A lusty look that'll make any foe go gaga

Lv.7: DanceOnAir — All Foes

Dance in the sky while attacking with air-waves

How Obtained: Learned automatically at 35 Stars.



BIO

Age: 19 (F)
Origin: S.S. Zelbess
Height: 5'7"
Weight: 95 lbs.
Build: Slender
Right-handed

WEAPON

Glove

INNATE ELEMENT

Red

**BIO**

Age: 18 (F)
Origin: Unknown
Height: Unknown
Weight: Unknown
Build: Unknown
 Right-handed

WEAPON

Shot

INNATE ELEMENT

Black

HARLE

This cute little harlequin distracts Serge during the first few encounters of the game. She aids the sinister "Monsieur" Lynx for a while, but then crosses sides to join Serge. Can she be trusted? What are her true purposes?

Recruitment

Harle guides you through the Dimensional Vortex. She joins automatically.

Harle's Attacks

Hi%	Weak	Tack
Mid%	Normal	Single Shot
Low%	Fierce	Scatter Shot

Tech Skills**Lv.3: MoonBeams — All Foes**

Use lunar energy to create blades of light

Lv.5: MoonShine — All Allies

Use lunar energy to protect your party

Lv.7: Lunalretic — All Foes

Create a lunar eclipse that causes destruction

How Obtained: Learned automatically at 25 Stars.

**BIO**

Age: 22 (F)
Origin: S.S. Zelbess
Height: 5'7"
Weight: 104 lbs.
Build: Plumpish
 Right-handed

WEAPON

Carrot/Beta Carotene

INNATE ELEMENT

Black

JANICE

Janice is the girl who trains and fights monsters in the competition on board the S.S. Zelbess. She is perhaps the hardest of all characters to recruit. But once you discover the trick, you shouldn't have any problem.

Recruitment

Defeat Janice's monsters for three rounds on board the S.S. Zelbess (Home World). This is easier said than done. To have monsters available that will be stronger than hers, equip Sprigg with the Forget-Me-Not Pot and have her deliver the final blow on a bunch of monsters. Not only will Sprigg be able to Doppelgang them, but they will be available to use against Janice. This Sprigg Trick can only be done late in the game.

Janice's Attacks

Hi%	Weak	Carrot poke
Mid%	Normal	Bonk
Low%	Fierce	Plant em!

Tech Skills**Lv.3: BeatIt — Single Foe**

Beat enemy with your trusty bunny-drum

Lv.5: 24 Carrots — Single Foe

Bounce carrots off drum as true "BeaterCarotene"

Lv.7: What'sUpDoc — Single Foe

Concentrate all energy on drumming foe sky-high

How Obtained: With Janice leading your party, speak to the green monster at the Bend of Time, several times.

DRAGGY

Although nothing more than a cute baby dragon, Draggy is a surprisingly strong fighter with devastating Tech Skills. Also, his Lv.7 Tech Skill is extremely easy to find and awesome to behold.

Recruitment

Steal the Big Egg item from the Dodo's nest in Fossil Valley (Another World). In Fort Dragonia (Home World), take the elevator down and place the Big Egg in the center incubator.

Draggy's Attacks

Hi%	Weak	Poke
Mid%	Normal	Wing flap
Low%	Fierce	Wing spin

Tech Skills

Lv.3: CoughDrop — Single Foe

Cough up a little breath of fire

Lv.5: CoughMix — All Foes

Cough up a fireball, then beat wings to magnify it

Lv.7: BigBreath — All Foes

Breath attack with help of Mother Dragon's ghost

How Obtained: With Draggy in party, go to large dragon skull in Fossil Valley (Another World).



BIO

Age: 0 (M)
Origin: Fossil Valley
Height: 2'2"
Weight: 265 lbs.
Build: Tiny
Front-left-clawed

WEAPON

Glove

INNATE ELEMENT

Red

STARKY

"Starky" is short for Star Kid. As you can tell, he's not a naturalized El Nido citizen! Starky's UFO crashed in the El Nido Triangle. The poor little guy is looking for the bits and pieces of his craft in hope of reassembling it. He is hopeful that his ship is still in one piece in Another World so he can phone home. Talk to the fisherman outside Serge's house in Arni Village to find Starky's Plasma Gun. Although the homesick alien is not a sure-shot in combat, his Tech Skills involve using an impressive remote-control robot to wipe out enemies.

Recruitment

Find the Star Fragment at the El Nido Triangle (Home World). Then investigate paranormal phenomenon on Sky Dragon Isle (Home World). Defeat MegaStarky and the little guy will join your party.

Starky's Attacks

Hi%	Weak	Shoulder zap
Mid%	Normal	Hip zap
Low%	Fierce	Flip zap

Tech Skills

Lv.3: StarLight — Single Foe

Call on Starman Guardian to do special attack MK1

Lv.5: StarBurst — All Foes

Call on Starman Guardian to do special attack MK2

Lv.7: StarStruck — Single Foe

Call on Starman Guardian to do special attack MK3

How Obtained: After reaching Terra Tower, return to the spacecraft under the El Nido Triangle (Another World). With Starky in the party, check the hatch inside.



BIO

Age: Unknown (M)
Origin: Another Planet
Height: 2'11"
Weight: 11 lbs.
Build: Alien
Ambidextrous

WEAPON

Gun

INNATE ELEMENT

White



BIO

Age: 224 (F)
Origin: Dimensional Vortex
Height: 4'4"
Weight: 86 lbs.
Build: Dwarfish
 Left-handed

WEAPON

Staff

INNATE ELEMENT

Green

SPRIGG

Old lady Sprigg lives in the Dimensional Vortex between worlds, where Serge is trapped for a brief time. She too wishes to escape the Vortex to see what has become of the world. By equipping her with the Forget-Me-Not-Pot, Sprigg has the unique ability to transform into any monster or enemy she encounters. Her Element Grid also transforms to replicate that of the form she has assumed. As Sprigg's list of usable forms gets larger, so does the list of monsters you can use to beat Janice in the contest on board the S.S. Zelbess.

Recruitment

Shake the berry tree in the Dimensional Vortex to lure Sprigg out of her house. Sneak into her house before she can beat you back to the door. After resting for the night, she joins as you're leaving.

Sprigg's Attacks

Hi%	Weak	(Depends on form)
Mid%	Normal	(Depends on form)
Low%	Fierce	(Depends on form)

Tech Skills

Lv.3: N/A

Lv.5: *Doppelgang — Self*

Transforms herself into a previously met foe

Lv.7: N/A

How Obtained: N/A



BIO

Age: Unknown (M)
Origin: Far East
Height: 6'3"
Weight: 20 lbs.
Build: Waistless
 Dominant Arm Unknown

WEAPON

Glove

INNATE ELEMENT

Black

MOJO (MOJOY)

Mojo is a giant voodoo doll who's allowed himself to be worshipped for many years. Being cooped up makes Mojo want to get out and explore El Nido. He sees his opportunity when Serge appears in Another World. Being the first character you can recruit who's innate Element color is Black, you will easily appreciate how much damage he inflicts against enemies. His Tech Skills will Curse opponents, making battles that much easier.

Recruitment

Get the Shark Tooth item from the fisherman in his basement in Arni Village (Home World). Later, in Another World's version of Arni, put Leena or Kid in the party and show the Shark's Tooth to the "other" fisherman. Mojo joins as you're leaving.

Mojo's Attacks

Hi%	Weak	Hop
Mid%	Normal	Nail pin
Low%	Fierce	Spin candle kick

Tech Skills

Lv.3: *VoodooDance — Single Foe*

Perform a mystic dance that curses your foe

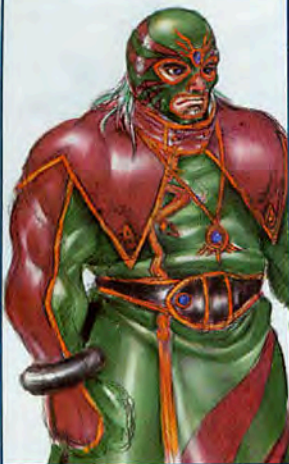
Lv.5: *CartWheel — All Foes*

Turn into a living Catherine wheel

Lv.7: *HoodooGuroo — Single Foe*

Lift foe with nail, then drop while spinning

How Obtained: With Mojo in party, talk to the fisherman in Arni Village (Home World). He adopts the name Mojoy. Then take Mojoy to Arni Village (Another World) and speak to the cat statues in this order: Lasery, Aurey, Lickey.



BIO

Age: 33 (M)
Origin: Zenan Mainland
Height: 6'7"
Weight: 271 lbs.
Build: Heavy Weight
Right-handed

WEAPON

Glove

INNATE ELEMENT

Red

GRECO

Greco is a psychic ex-wrestler and a professional exorcist. He lives in the shrine area of Termina (Another World), helping lay to rest the souls of the recently departed. He senses Serge's great quest, and joins the party easily. Greco performs a series of entertaining wrestling moves to attack enemies. Although his Tech Skills hit hard, Greco's not very good at casting Element magic.

Recruitment

After fighting Lynx at Viper Manor, go to the shrine in Termina (Another World) and follow Greco into his house.

Greco's Attacks

Hi%	Weak	Backhand
Mid%	Normal	Ring stomp
Low%	Fierce	Double pummel

Tech Skills

Lv.3: Clothesline — Single Foe

Charge with outstretched arm to knock foe flying

Lv.5: Flip-flop — Single Foe

Do a gymnastic lead up to a spinning drop kick

Lv.7: GraveDigger — Single Foe

Do a body slam from the top of a magic tombstone

How Obtained: With Greco in party, go to the version of his house in Termina (Home World) and talk to the old person who's been speaking to Ghetz's ghost.



BIO

Age: 32 (M)
Origin: Zenan Mainland
Height: 6'2"
Weight: 51 lbs.
Build: Boney
Left-handed

WEAPON

Glove

INNATE ELEMENT

Black

SKELLY

Skelly is a good-humored skeleton clown who disappeared from his home in Termina many years ago. His grandma is terribly worried about him. If you could find all of his parts scattered throughout El Nido and reassemble him, Skelly's grandma would appreciate it. Once reassembled, Skelly joins the party upon request. His attacks involve outrageous circus-style acts, but he seems somewhat fragile and takes major hits of damage.

Recruitment

Find all of his skeletal pieces, starting with the Heavy Skull in Fossil Valley (Another World). The other body parts are found in Shadow Forest (Another World), Guldove (Another World), Hydra Marshes (Another World), Water Dragon Isle (Another World), and Isle of the Damned (Another World). Take all the pieces to Skelly's grandma in the house to the right of General Viper's statue in Termina (Another World). After he reassembles, leave, reenter, and ask him to join you.

Skelly's Attacks

Hi%	Weak	Kick
Mid%	Normal	Flip kick
Low%	Fierce	Tumble leap

Tech Skills

Lv.3: JugglerVein — All Foes

Use special juggling balls to pound foes

Lv.5: BalloonLoan — Self

Boost your strength by blowing a magic balloon

Lv.7: OnARoll — Single Foe

Hop on a huge beach ball and run over foe with it

How Obtained: After Serge is reborn, take Skelly to Termina (Home World) and speak with barmaid.

FUNGUY

The heroes watch as this poor fellow is transformed into a mushroom man! He joins the party to search for a cure that will restore his former appearance. Funguy fights with amazingly strong physical attacks, and his Tech Skills are surprisingly devastating.

Picking Funguy

Find the man in a cave under the waterfall in Shadow Forest (Home World). Then go through the underground passage toward Viper Manor, to the area where you previously rolled a boulder to stop the bugs.

- ✪ If the boulder covers the hole, then look for a bug underwater to the right side of the screen and chase it into a smaller hole further down.
- ✪ If you did not roll the boulder over the hole in Another World, then kill the Wraith near the hole where the boy is standing.

Either way, a man will hop out and give you a special **Mushroom**. Go back to the man under the waterfall and give it to him. He turns into Funguy, so take pity and let him join.

Funguy's Attacks

Hi%	Weak	Bash
Mid%	Normal	Chop
Low%	Fierce	Upward cut

Tech Skills

Lv.3: LumberJack — Single Foe

Make like a woodcutter and chop foe to pieces

Lv.5: SporeCloud — Single Foe

Shoot a cloud of spores from the mushroom cap

Lv.7: Myconoids — Single Foe

Release an army of mini-mushrooms onto your foe

How Obtained: With Funguy in party, return to the cave in Shadow Forest (Home World) where he joined, and examine the newly growing mushrooms.



BIO

Age: Unknown (M)

Origin: Termina

Height: 6'0"

Weight: 66 lbs.

Build: Light

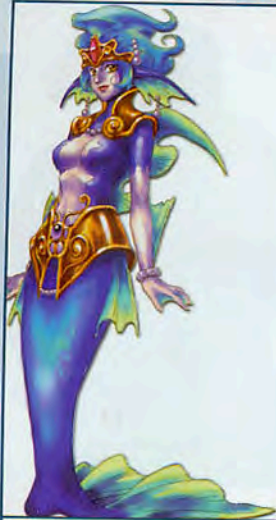
Right-handed

WEAPON

Axe/Hammer

INNATE ELEMENT

Yellow



BIO

Age: 16 (F)
Origin: The Ocean
Height: 5'10"
Weight: 115 lbs.
Build: Mermaid
Right-handed

WEAPON

Harp Pick

INNATE ELEMENT

Blue

IRENES

This beautiful mermaid has a solid purpose, and will join the party if they agree to help demi-humans and humans live together more peacefully on the isle of Marbule. Irenes also has a past that involves Fargo and her sister, Zelbess. Irenes attacks by playing songs too beautiful to hear on her harp, and her Tech Skills are a helpful balance of healing methods and attacks.

Recruitment

Speak with Toma at Marbule (Home World), and then spend the night in the first hut. Irenes appears in the night and leads the party to the S.S. Zelbess. After defeating the demi-human Sage on the Zelbess, follow Nikki back to his ship. Irenes joins you in the dressing room.

Irenes's Attacks

Hi%	Weak	Low note
Mid%	Normal	High note
Low%	Fierce	Full Chord

Tech Skills

Lv.3: WaterBreath — Single Foe

Exhale a powerful blast of salt water

Lv.5: MerMelody — Single Ally

Play a tune on your harp to heal a party member

Lv.7: SirenSong — All Foes

Play a tune on your harp to beat foes with waves

How Obtained: After demi-humans return to Marbule (Home World), take Irenes to the Doctor in the first hut and talk to him twice. The Doctor reads a letter from the parents of Irenes, then delivers the Siren Song Tech Skill.



BIO

Age: 10 (F)
Origin: Guldove
Height: 4'3"
Weight: 84 lbs.
Build: Thin
Right-handed

WEAPON

Boomerang

INNATE ELEMENT

Yellow

MEL

Korcha's doodling brat of a sister from Guldove. Mel is worth recruiting if solely just to see her perform her Tech Skills. They're just too funny! Her regular attacks miss often, but all of her Tech Skills are worthwhile.

Recruitment

Choose to find Hydra Humour to save Kid. Choose to look for Mel when she steals Kid's Elements. Find her in the Residential Tower, then return to Guldove (Another World) when Kid has rejoined the party near the end of the game and talk to Mel.

Mel's Attacks

Hi%	Weak	Boomerang
Mid%	Normal	High rang
Low%	Fierce	Everybody rang

Tech Skills

Lv.3: Snatch — Single Foe

Steal your opponent's possessions

Lv.5: Doodle — Single Foe

Use your opponent as a piece of drawing paper

Lv.7: Tantrum — All Foes

Stamp on ground so hard it causes quakes

How Obtained: Learned automatically at 40 Stars.

LEAH

Leah is a young cave girl who's been trapped and surviving all her life on Gaea's Navel. Don't underestimate her for her size. Leah does well against whatever she attacks, and it's even a smart idea to have her lead your party sometimes. Because her Innate Element is Yellow, you should place her in your party as soon as she joins. Leah makes it easier to navigate the creature-infested Gaea's Navel.

Recruitment

Approaches the party at Gaea's Navel (Home World).

Leah's Attacks

Hi%	Weak	Chop
Mid%	Normal	Right spin swing
Low%	Fierce	Left spin swing

Tech Skills

Lv.3: RockThrow — Single Foe

Hurl huge boulders at opponent

Lv.5: TailSpin — Single Foe

Swirl tail around to create a tornado attack

Lv.7: TripleKick — Single Foe

Leap up and kick from three different directions

How Obtained: Learned automatically at 35 Stars.



BIO

Age: 6 (F)

Origin: Gaea's Navel

Height: 3'5"

Weight: 71 lbs.

Build: Infantile

Ambidextrous

WEAPON

Axe

INNATE ELEMENT

Yellow

VAN

Van in Home World versus Van in Another World is a study in the different circumstances under which a child can be brought up; either way, he's just not happy. The Van who joins your party does so in order to pay off his artist father's debts. You can help Van reach some inner peace by introducing him to the Van from Another World. In the meantime, Van is a worthwhile fighter. His Tech Skills highlight the awesome animation talents of the makers of Chrono Cross.

Recruitment

Go to Van and Gogh's house past Zappa's Smithy in Termina (Home World). Speak to Van in his room and watch the scene play out with the landlord. Say that you are serious about finding the Frozen Flame, and Van will join.

Van's Attacks

Hi%	Weak	Boomerang
Mid%	Normal	Left swathe (all)
Low%	Fierce	Right swathe (all)

Tech Skills

Lv.3: JumpThrow — Single Foe

A Tech Skill learned from a correspondence course

Lv.5: WetPaint — All Foes & Allies

Throw artist's paintpots all over the place

Lv.7: PiggyBoink — Single Foe

Set your precious piggy bank onto your foe

How Obtained: Learned automatically at 35 Stars. The power increases by the amount of money you deposit in his piggy bank at his home.



BIO

Age: 14 (M)

Origin: Termina

Height: 4'11"

Weight: 88 lbs.

Build: Smallish

Left-handed

WEAPON

Boomerang

INNATE ELEMENT

Green

DOC

Doc is the village physician of Guldove, who's begun to lose his faith in modern medicine. He joins Serge's quest in the hopes of discovering the meaning of life. He must learn how to heal people's scars, both inside and out.

Ordering a House Call

Decide not to find the Hydra Humour to help Kid. Doc joins anytime after Kid is healed. Just return to Guldove (Another World) and speak with him.

Tech Skills

Lv.3: HighFive — Single Foe

Throw your weapons high in the air

Lv.5: Gnarly — Single Foe

A chiropractic attack that crushes a foe's bones

Lv.7: HangTen — All Allies

Pray for ocean rains to heal your friends

How Obtained: Find the Medical Book in the Tower of Gheddon. Take the book to Doc in Guldove. (He can't be in your party, obviously!)



BIO

Age: 27 (M)

Origin: Zenan Mainland

Height: 5'9"

Weight: 146 lbs.

Build: Ordinary

Left-handed

WEAPON

Dagger

INNATE ELEMENT

Red

GROBYC

Grobyc is the intimidating cyborg assassin affiliated with the Porre Army. But Grobyc will only serve those who are stronger than he is, so you can recruit him by defeating him. That's easier said than done! Grobyc uses awesome bionic power to attack, and his Tech Skills display his cyborg abilities to full extent. He's a great fighter to have in your party, with adequate Element casting abilities.

Recruitment

Defeat Grobyc while attempting to rescue Riddel in Viper Manor (Another World). Upon escaping from the Manor, Grobyc assists the party and asks to join.

Grobyc's Attacks

Hi%	Weak	Punch
Mid%	Normal	Roll kick
Low%	Fierce	Hair stab

Tech Skills

Lv.3: RocketFist — Single Foe

Shoot off left arm to punch a foe in the face

Lv.5: HairCutter — All Foes

Power up cyborg hair to generate a laser saber

Lv.7: StrongArm — Single Foe

A secret weapon banned by the Porre Army

How Obtained: With Grobyc in party, inspect the coffin on Level 2 of Chronopolis.



BIO

Age: 26 (M)

Origin: Unknown

Height: 6'8"

Weight: 401 lbs.

Build: Bionic

Right-handed

WEAPON

Glove

INNATE ELEMENT

Black



BIO

Age: 23 (M)
Origin: Termina
Height: 5'11"
Weight: 130 lbs.
Build: Weakling
Right-handed

WEAPON

Sword/Hero's Blade

INNATE ELEMENT

Blue

PIERRE

The self-proclaimed Hero who can't pay his rent, Pierre is something of a phony at first. Notice how he slips in and out of that faux accent? Pierre is one of three characters that will guide you to Viper Manor, but what a trip it will be. However, once you equip Pierre with the Hero's Medal, Hero's Shield, and Hero's Blade, he truly does become a great fighter!

Recruitment

Find Pierre in the back room of Zappa's Smithy in Termina (Another World). Behind the Smithy, talk to the little boy running in circles after talking to the man polishing Viper's statue. He found Pierre's Hero's Medal and returns it freely. Return the Hero's Medal to Pierre, and then talk to him again.

Pierre's Attacks

Hi%	Weak	Back slash
Mid%	Normal	Over swing
Low%	Fierce	Full swing

Tech Skills

Lv.3: Medalsome — Self

Pray upon the legendary Hero's Medal for help

Lv.5: FoiledAgain — Single Foe

Gracefully score a double touch on foe

Lv.7: SlapOfCyrus — Single Foe

A deathblow borrowed from the tough guy Cyrus

How Obtained: Learned once Pierre is presented with the Prop Sword.



BIO

Age: 23 (F)
Origin: Guldove
Height: 5'5"
Weight: 119 lbs.
Build: Muscular
Left-handed

WEAPON

Glove

INNATE ELEMENT

Blue

ORLHA

The gorgeous bartender from Guldove has obviously rolled her share of drunks. Beauty, brawn, and excellent Element usage in one awesome package.

Recruitment

With Lynx in your party, defeat Orlha in Guldove (Another World). She gives you the Sapphire Brooch. After Serge is reborn, return to Orlha's bar and show her the Brooch.

Orlha's Attacks

Hi%	Weak	Face kick
Mid%	Normal	Uppercut
Low%	Fierce	Roundhouse kick

Tech Skills

Lv.3: Multipunch — Single Foe

A chain attack inherited by a single child

Lv.5: PunchDrunk — Single Foe

"Drunken Master" attack taught by her parents

Lv.7: SisterHoods — Single Foe

An inherited technique performed by two sisters

How Obtained: With Orlha in party, speak to Doc in Guldove (Home World).

PIP

Poor cute little Pip has been Luccia's guinea pig for an unknown amount of time. But you have to respect his lust for life and desire to see the whole world.

Pip's Evolution

As Luccia mentions, Pip will eventually "evolve" into one form or another, a little angel or a little devil. This growth is dependent on what color Elements you cast the most often. Whenever Pip uses an element or has an element used on him, the game keeps a hidden tally. Pip changes Innates according to the element most used by or on him. If the Innate changes to Red, Black or Green, he turns into a little devil. If the Innate changes to Blue, Yellow, or if it remains White, then he takes on the form of a little angel. Due to Pip's constant evolutionary status, his Lv. 7 Tech Skill acts more like a "hidden feature" than other character's Lv. 7 Tech Skills, and is only available during your current play-through of the game. His unique Level 7 Tech Skill reflects his new form and new Innate. This change usually occurs around a Star Level of 40. With continued use in battle, Pip changes again. His final form occurs based on what elements he uses or absorbs after that. If his Innate changes to that of the opposite form (from Red, Black or Green to Blue, Yellow or White), then Pip's wings change to a rainbow color and he learns the CanonCannon Tech Skill. If you don't use Pip enough, then his Lv.7 Tech Skill will be Pounce+4, the same as his Lv.3, but with more power.

Recruitment

While infiltrating Viper Manor (Another World), unlock Pip's cage in the corner of Luccia's lab. Later, on board the S.S. Invincible, chase him around the hold until he joins.

Pip's Attacks

Hi%	Weak	Side kick
Mid%	Normal	Flip kick
Low%	Fierce	Double flip kick

Tech Skills

Lv.3: Pounce — Single Foe

Hurl body at foe with all one's might

Lv.5: Soothe — All Allies

Gently calm party to restore stamina and HP

Lv.7: Pounce+4

or

HeavenCalls — Single Foe

Just give your opponent a gentle poke

or

Hell'sFury — Single Foe

Do the "wild thing" and go into a hellish rage

or

CanonCannon

How Obtained: Dependent upon which form Pip takes: Devil or Angel.



BIO

Age: Unknown (M)

Origin: Viper Manor Lab

Height: Unknown

Height: Unknown

Build: Unknown

Dominant Paw: Unknown

WEAPON

Glove

INNATE ELEMENT

White

COMBINED TECH SKILLS

Two or more characters can attack simultaneously under the right circumstances. First, all characters must be in the party. Second, all of them must be at the Element Power required to perform their individual Tech Skill at the same time.

And third, all characters must have at least one point of Stamina. For example, Guile must be at Element Power 5 and Sneff must be at 7 for them to perform their Double Tech attack. The Combined Tech attack will replace the character's regular Tech Skill in each character's Grid, and the move can then be executed. Be aware that the Element color of a Combined Tech attack may differ from one or all of the character's original Element color.



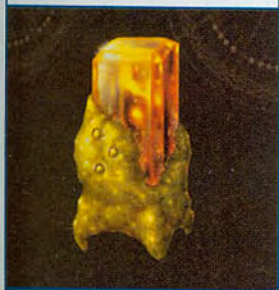
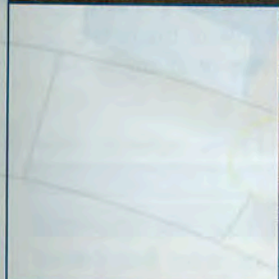
Double Tech Skills

Character/Tech	Character/Tech	Double Tech
Serge/Dash&Slash(3)	Glenn/Dash&Gash(3)	X-Strike(Red)
Kid/Pilfer(3)	Mel/Snatch(3)	DoubleTake(Red)
Guile/WandaSwords(5)	Sneff/SwordTrick(7)	SwordStorm(Black)
Norris/TopShot(7)	Grobyc/StrongArm(7)	PitchBlack(Black)
Radius/VitalEnergy(7)	Viper/AirForce(5)	VitalForce(White)
Karsh/DragonRider(3)	Zoah/Toss&Spike(7)	DragonSpike(Green)
Nikki/LimeLight(7)	Miki/DanceOnAir(7)	Flamenco(Red)
Draggy/BigBreath(7)	Leah/TripleKick(7)	DraggyRider(Yellow)
NeoFio/BamBamBam(7)	Turnip/VegOut(7)	TossedSalad(Green)

Triple Tech Skills

Character/Lv.	Character/Lv.	Character/Lv.	Triple Tech.
Serge/5	Leena/7	Razzly/7	DeltaAttack(White)
Serge/7	Kid/5	Sprigg (Slash)/4*	Z-Slash(Blue)

*Sprigg must Doppelgang into Slash and be at Element Power 4.



FORGING ITEMS



FORGING ITEMS

Upgrading is essential to keeping your party strong enough to face the challenges that lie ahead. As time passes, the blacksmiths learn to craft stronger and more powerful equipment. Throughout the “Events” chapter of this book, there are notes that indicate when new levels of items are available for forging. Upgrade the party’s equipment as soon as possible so that your gameplay doesn’t become difficult and your fights sluggish.

SWALLOW (USED BY: SERGE, LYNX)

DAGGER (USED BY: KID)

STAFF (USED BY: RADIUS, SPRIGG)

Name	Atk	Hit%	Materials	\$
Silver Staff	[54]	[91]	1 Mythril, 1 Eyeball, 1 Humour	1200
Stone Staff	+4	+1	1 Denadorite, 1 Eyeball	2660
Spectral Staff	+9	+2	1 Rainbow Shell, 1 Eyeball, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	19,200

ROD (USED BY: GUILLE, RIDDEL, RAZZLY)

Name	Atk	Hit%	Materials	\$
Porcelain Rod	[40]	[85]	1 Bone, 1 Eyeball	-
Brass Rod	+2	-1	1 Copper, 1 Eyeball, 1 Humour	150
Iron Rod	+5	0	1 Iron, 1 Eyeball, 1 Humour	420
Mythril Rod	+8	0	1 Mythril, 1 Eyeball, 1 Humour, 1 Screw	1600
Denadorite Rod	+12	+1	1 Denadorite, 1 Eyeball, 1 Humour, 1 Feather, 2 Screw	7980
Floral Rod	+16	0	Cannot disassemble	-
Rainbow Rod	+17	+2	1 Rainbow Shell, 1 Eyeball, 1 Screw, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	21,600

SWORD (USED BY: VIPER, FARGO, GLENN, TURNIP, STEENA, PIERRE)

Name	Atk	Hit%	Materials	\$
Bone Sword	[36]	[82]	1 Bone, 1 Leather	-
Bronze Sword	+2	+1	1 Copper, 1 Humour, 1 Leather	150
Steel Sword	+5	+2	1 Iron, 1 Humour, 1 Leather	420
Silver Sword	+8	+2	1 Mythril, 1 Humour, 1 Leather	1200
Stone Sword	+12	+3	1 Denadorite, 2 Humour, 2 Leather, 1 Screw	7980
Spectral Sword	+17	+4	1 Rainbow Shell, 1 Humour, 1 Leather, 1 Screw, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000
Viper's Venom	+15	0	Cannot disassemble	-
Slasher	+15	+4	Cannot disassemble	-
Hero's Blade	+3	+4	Cannot disassemble	-
Einlanzer (one)	+13	+4	Cannot disassemble	-
Einlanzer (two)	+18	+4	Cannot disassemble	-

GUN (USED BY: NORRIS, STARKY)

Name	Atk	Hit%	Materials	\$
Ferrous Gun	[58]	[87]	1 Copper, 1 Iron, 1 Humour, 1 Screw	-
Argent Gun	+3	0	1 Copper, 1 Mythril, 1 Eyeball, 1 Humour, 1 Screw	2000
Shockwave Gun	+5	+2	Cannot disassemble	-
Denadorite Gun	+7	+1	1 Copper, 1 Denadorite, 2 Scale, 2 Screw	7980
Plasma Pistol	+11	+2	Cannot disassemble	-
Spectral Gun	+12	+2	1 Rainbow Shell, 1 Copper, 1 Scale, 1 Screw, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000

PICK (USED BY: NIKKI, IRENES)

Name	Atk	Hit%	Materials	\$
Porcelain Pick	[48]	[89]	1 Bone, 1 Fur	-
Brass Pick	+2	+1	1 Copper, 1 Feather, 1 Fur	150
Iron Pick	+5	+2	1 Iron, 1 Feather, 1 Fur	420
Mythril Pick	+8	+2	1 Mythril, 1 Eyeball, 1 Feather, 1 Fur	1600
Pebble Pick	+12	+3	1 Denadorite, 1 Eyeball, 2 Feather, 2 Fur	7980
Prism Pick	+17	+4	1 Rainbow Shell, 2 Feather, 1 Fur, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000

CHAPTER.04 FORGING ITEMS

AXES (USED BY: KARSH, ZAPPA, FUNGUY, LEAH)

Name	Atk	Hit%	Materials	\$
Bone Axe	[51]	[82]	1 Bone, 1 Copper, 1 Fang	-
Iron Axe	+5	+1	1 Copper, 1 Iron, 1 Humour, 1 Fang	560
Silver Axe	+8	+2	1 Copper, 1 Mythril, 1 Humour, 1 Fang, 1 Screw	2000
Stone Axe	+12	+3	1 Copper, 1 Denadorite, 1 Humour, 2 Fang, 1 Screw	7980
Rainbow Axe	+17	+3	1 Copper, 1 Rainbow Shell, 1 Humour, 1 Fang, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000

HAMMER (USED BY: ZAPPA, FUNGUY)

Name	Atk	Hit%	Materials	\$
Great Hammer	+9	+5	1 Copper, 1 Iron, 1 Mythril, 1 Eyeball, 1 Fang, 1 Screw	-
Master Hammer	+15	+5	1 Bone, 1 Copper, 1 Iron, 1 Mythril, 1 Denadorite, 1 Eyeball, 1 Fang, 1 Screw	10,000

* Hammer stats are compared to the Axes.

LURES (USED BY: KORCHA)

Name	Atk	Hit%	Materials	\$
Bronze Lure	[52]	[86]	1 Bone, 1 Copper, 1 Scale, 1 Seed	-
Iron Lure	+3	+1	1 Bone, 1 Iron, 1 Scale, 1 Seed	560
Mythril Lure	+6	+1	1 Bone, 1 Mythril, 1 Scale, 1 Seed	1600
Stone Lure	+10	+2	1 Bone, 1 Denadorite, 2 Scale, 2 Seed	7980
Prism Lure	+15	+3	1 Bone, 1 Rainbow Shell, 1 Scale, 1 Seed, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000

BOOMERANG (USED BY: VAN, MEL)

Name	Atk	Hit%	Materials	\$
Steelrang	[50]	[84]	1 Iron, 1 Feather, 1 Scale	420
Silverang	+3	0	1 Mythril, 1 Feather, 1 Scale, 1 Fur	1600
Rockerang	+7	+1	1 Denadorite, 2 Feather, 2 Scale, 1 Fur	7980
Prismarang	+12	+2	1 Rainbow Shell, 1 Feather, 1 Scale, 1 Fur, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000

SHOT (USED BY: SNEFF, LUCCIA, DOC, HARLE)

Name	Atk	Hit%	Materials	\$
Bronze Shot	[48]	[84]	1 Copper, 1 Humour, 1 Feather	150
Steel Shot	+3	+1	1 Iron, 1 Humour, 1 Feather	420
Silver Shot	+6	+1	1 Mythril, 1 Humour, 1 Feather, 1 Scale	1600
Stone Shot	+10	+2	1 Denadorite, 2 Humour, 2 Feather, 1 Scale	7980
Prism Pellets	+15	+3	1 Rainbow Shell, 1 Humour, 1 Feather, 1 Scale, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000

CARD DECKS (USED BY: SNEFF, LUCCIA, DOC, HARLE)

Name	Atk	Hit%	Materials	\$
Private Deck	+10	+3	1 Mythril, 3 Eyeball, 3 Fur	-
Pack of Lies	+15	+3	1 Denadorite, 6 Eyeball, 6 Fur	-

* Card Deck stats are compared to the Shots.

KITCHEN UTENSILS (USED BY: LEENA, ORCHA, MACHA)

Name	Atk	Hit%	Materials	\$
Spatula Ca20	[51]	[85]	1 Bone, 1 Carapace	-
Besom Cu29	+2	+1	1 Copper, 1 Humour, 1 Carapace	150
Ladle Fe26	+5	+2	1 Iron, 1 Humour, 1 Carapace	420
Frypan Ag47	+8	+2	1 Mythril, 1 Humour, 1 Fur, 1 Carapace	1600
Saucepan Si02	+12	+3	1 Denadorite, 2 Humour, 1 Fur, 2 Carapace	7980
Crystalpan C6	+14	+4	1 Rainbow Shell, 1 Humour, 1 Fur, 1 Carapace, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000

GLOVE (USED BY: POSHUL, ZOAHA, MARCY, MIKI, DRAGGY, MOJO, NEOFIO, GRECO, SKELLY, GROBYC, ORLHA, PIP)

Name	Atk	Hit%	Materials	\$
Bone Glove	[47]	[85]	1 Bone, 1 Leather	40
Bronze Glove	+2	+1	1 Copper, 1 Humour, 1 Leather	150
Iron Glove	+5	+2	1 Iron, 1 Humour, 1 Leather	420
Mythril Glove	+8	+2	1 Mythril, 1 Humour, 1 Leather, 1 Fang	1600
Granite Glove	+12	+3	1 Denadorite, 1 Humour, 2 Leather, 2 Fang	7980
Spectral Glove	+17	+4	1 Rainbow Shell, 1 Humour, 1 Leather, 1 Fang, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000

CARROT (USED BY: JANICE)

Name	Atk	Hit%	Materials	\$
Carrot	[61]	[93]	Cannot disassemble	-
Betta Carotene	+6	0	1 Rainbow Shell, 4 Seed, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	-

ARMOR
VESTS

Name	Def	M.Def	Evd%	Materials	\$
Ivory Vest	[36]	[24]	-	1 Bone, 1 Fur	40
Bronze Vest	+2	+2	-	1 Copper, 1 Fur	100
Iron Vest	+5	+4	-	1 Iron, 1 Fur, 1 Fang	420
Mythril Vest	+8	+7	-	1 Mythril, 1 Fur, 1 Fang	1200
Stone Vest	+11	+10	-	1 Denadorite, 1 Fur, 1 Fang	3990
Prism Vest	+14	+12	-	1 Rainbow Shell, 1 Fur, 1 Fang, 1 Carapace, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand	19,200

MAIL

Name	Atk	Hit%	Evd%	Materials	\$
Ivory Mail	+1	+1	-3%	1 Bone, 1 Humour, 1 Scale	60
Bronze Mail	+3	+3	-3%	1 Bone, 1 Copper, 1 Humour, 1 Fur	200
Iron Mail	+6	+5	-3%	1 Copper, 1 Iron, 1 Humour, 1 Leather	560
Mythril Mail	+9	+8	-3%	1 Iron, 1 Mythril, 1 Humour, 1 Leather, 1 Carapace	2000
Stone Mail	+12	+12	-3%	1 Mythril, 1 Denadorite, 1 Humour, 2 Leather, 2 Carapace	9310
Prism Mail	+16	+14	-3%	1 Denadorite, 1 Rainbow Shell, 1 Leather, 1 Carapace, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand, 1 Shiny Salt, 1 Shiny Soot	24,000

SPECIAL ARMOR

Name	Atk	Hit%	Evd%	Materials	Notes
Blue Plate	+7	+4	-3%	2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 2 Shiny Ember, 1 Shiny Dew	Absorbs Blue elements to heal wearer
Red Plate	+7	+4	-3%	2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 1 Shiny Ember, 2 Shiny Dew	Absorbs Red elements to heal wearer
Green Plate	+7	+4	-3%	2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 1 Shiny Leaf, 2 Shiny Sand	Absorbs Green elements to heal wearer
Yellow Plate	+7	+4	-3%	2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 2 Shiny Leaf, 1 Shiny Sand	Absorbs Yellow elements to heal wearer
White Plate	+7	+4	-3%	2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 1 Shiny Salt, 2 Shiny Soot	Absorbs White elements to heal wearer
Black Plate	+7	+4	-3%	2 Copper, 2 Iron, 2 Mythril, 1 Eyeball, 1 Carapace, 1 Screw, 2 Shiny Salt, 1 Shiny Soot	Absorbs Black elements to heal wearer

SUITS

Name	Atk	Hit%	Evd%	Materials	Notes
Energizer Suit	+6	+4	-3%	1 Copper, 1 Iron, 1 Mythril, 4 Feather, 4 Scale, 2 Leather, 1 Shiny Salt	Automatically recovers HP

CAPES

Name	Atk	Hit%	Evd%	Materials	Note
Wisp Cape	+4	+3	+12%	1 Bone, 1 Copper, 2 Leather 2 Seed	Children's size only
Cloud Cape	+7	+6	+15%	1 Bone, 1 Iron, 2 Carapace, 2 Seed	Children's size only
Stardust Cape	+9	+8	+11%	1 Bone, 1 Mythril, 2 Screw, 2 Seed	Children's size only

DRESSES

Name	Atk	Hit%	Evd%	Materials	Note
Feathery Dress	+2	+4	-3%	1 Bone, 1 Copper, 4 Feather, 2 Fur	For female use only!
Scaley Dress	+4	+6	-3%	1 Bone, 1 Iron, 4 Scale, 2 Fur	For female use only!
Carapace Dress	+6	+8	-3%	1 Bone, 1 Mythril, 2 Fur, 4 Leather	For female use only!
Screwy Dress	+8	+10	-3%	1 Bone, 1 Denadorite, 4 Feather, 4 Scale, 2 Fur, 4 Leather	For female use only!
Diva Dress	+10	+12	-3%	1 Bone, 1 Mythril, 1 Denadorite, 2 Feather, 2 Scale, 2 Fur, 2 Leather	For female use only!

ACCESSORIES

HELMETS

Name	Bonuses	Materials	\$
Ivory Helmet	Def +1, M.Def +1	1 Bone, 1 Screw	40
Bronze Helmet	Def +2, M.Def +1	1 Copper, 1 Screw	100
Iron Helmet	Def +3, M.Def +1	1 Iron, 1 Fang, 1 Screw	200
Mythril Helmet	Def +4, M.Def +2	1 Mythril, 1 Leather, 1 Fang, 1 Screw	1600
Stone Helmet	Def +5, M.Def +2	1 Denadorite, 1 Scale, 1 Leather, 1 Fang, 1 Screw	6650
Prism Helmet	Def +6, M.Def +3	1 Rainbow Shell, 1 Fang, 1 Screw, 1 Shiny Ember, 1 Shiny Dew, 1 Shiny Leaf, 1 Shiny Sand	16,800

CAPS

Name	Bonuses	Materials	Note
Antitoxinal Cap	Def +1, M.Def +1	1 Copper, 1 Shiny Leaf	Protection against poison
Antiviral Cap	Def +1, M.Def +1	1 Copper, 1 Shiny Dew	Protection against the flu
Plaster Cap	Def +1, M.Def +1	1 Copper, 1 Shiny Sand	Protection against sprains
Poultice Cap	Def +1, M.Def +1	1 Copper, 1 Shiny Ember	Protection against burns

CHAPTER.04 FORGING ITEMS

MISCELLANEOUS

Name	Bonuses	Materials	Notes
Trashy Tiara	M.Def +1	1 Bone, 1 Eyeball, 1 Humour, 1 Feather, 1 Scale, 1 Fur, 1 Leather, 1 Fang, 1 Carapace, 1 Screw, 1 Seed	A dirty, old headdress.
Golden Tiara	M.Def +1	1 Copper, 1 Iron, 1 Mythril	A glittering headdress.
Flea Vest	M.Def +13	1 Mythril, 10 Feather	Flea's undershirt makes him look feminine. (But you can wear it on your head!)
Ozzie Pants	Def +13	1 Denadorite, 10 Fur	Ozzie's striped undershorts. (But you can wear them on your head if you prefer!)
Magic Ring	Mgc. +1	1 Copper, 1 Scale	
Sky Djinn Ring	Mgc. +2	1 Iron, 2 Scale	
Magic Seal	Mgc. + 4	1 Mythril, 3 Scale	
Silver Earring	N/A	1 Iron, 2 Humour	Increases the amount of HP you have during battle.
Gold Earring	N/A	1 Mythril, 3 Humour	Increases the amount of HP you have during battle.
Earring of Light	N/A	1 Denadorite, 4 Humour	Increases the amount of HP you have during battle.
Earring of Hope	N/A	1 Iron, 1 Mythril, 1 Denadorite, 5 Humour	Increases the amount of HP you have during battle.
Knee Pad	Def. +1	1 Copper, 1 Leather	
Elbow Pad	Def. +3	1 Iron, 2 Leather	
Waist Pad	Def. +5	1 Mythril, 3 Leather	
Silver Loupe	Hit% +2%	1 Copper, 1 Fur	
Sight Scope	Hit% +3%	1 Iron, 2 Fur	
Third Eye	Hit% +4%	1 Mythril, 3 Fur	
Dancing Shoes	Evd% +6	1 Copper, 1 Feather	
Kung-fu Shoes	Evd% +12%	1 Iron, 2 Feather	
Winged Shoes	Evd% +18%	1 Mythril, 3 Feather	
Pendragon Sigil A	N/A	1 Mythril	Shifts attribute of Element attacks received to weapon. (Low to high-level Elements.)
Pendragon Sigil B	N/A	1 Iron	Shifts attribute of Element attacks received to weapon. (Low to mid-level Elements.)
Pendragon Sigil C	N/A	1 Copper	Shifts attribute of Element attacks received to weapon (Low-level Elements only.)
Silver Pendant	M.Def +1	1 Copper, 1 Carapace	
Gold Pendant	M.Def +2	1 Iron, 2 Carapace	
Memento	Pendant	M.Def +4	Cannot disassemble
Power Glove	Atk. +1	1 Copper, 1 Fang	
Dragoon Gauntlet	Atk. +3	1 Iron, 2 Fang	
Power Seal	Atk. +5	1 Mythril, 3 Fang	
Dragoon's Honor	Atk. +1, Hit% +2%, Mgc. +1	1 Mythril, 2 Scale, 2 Fur, 2 Fang	
Dragoon's Glory	Atk. +3, Hit% +3%, Mgc. +2	1 Denadorite, 2 Scale, 2 Fur, 2 Fang	

Defender	Def. +1, Evd% +6%, M.Def +1	1 Mythril, 2 Feather, 2 Leather, 2 Carapace	
Defender Plus	Def. +3, Evd% +12%, M.Def +2	1 Denadorite, 2 Feather, 2 Leather, 2 Carapace	
Stamina Ring	N/A	1 Iron, 1 Eyeball	Improves stamina recovery rate
Stamina Belt	N/A	1 Mythril, 2 Eyeball	Improves stamina recovery rate
Resistance Ring	N/A	1 Iron, 1 Seed	Decreases the time that status effects last.
Resistance Belt	N/A	1 Mythril, 2 Seeds	Decreases the time that status effects last.
Dreamer's Scarf	N/A	1 Copper, 1 Iron, 1 Mythril	Starts you off in battle with your Element Power Level increased by 1.
Dreamer's Sash	N/A	1 Iron, 1 Mythril, 1 Denadorite	Starts you off in battle with your Element Power Level increased by 2.
Dreamer's Sarong	N/A	1 Mythril, 1 Denadorite, 1 Rainbow Shell	Starts you off in battle with your Element Power Level increased by 8.
Angel Charm	N/A	1 Copper, 1 Mythril, 1 Shiny Salt	Protection against AntiWhite
Daemon Charm	N/A	1 Copper, 1 Mythril, 1 Shiny Soot	Protection against AntiBlack
Earth Charm	N/A	1 Copper, 1 Mythril, 1 Shiny Sand	Protection against AntiYellow
Forest Charm	N/A	1 Copper, 1 Mythril, 1 Shiny Leaf	Protection against AntiGreen
Sea Charm	N/A	1 Copper, 1 Mythril, 1 Shiny Dew	Protection against AntiBlue
Flame Charm	N/A	1 Copper, 1 Mythril, 1 Shiny Ember	Protection against AntiRed
White Brooch	N/A	Cannot disassemble	Protection against AntiWhite and White status effects.
Black Brooch	N/A	Cannot disassemble	Protection against AntiBlack and Black status effects.
Yellow Brooch	N/A	Cannot disassemble	Protection against AntiYellow and Yellow status effects.
Green Brooch	N/A	Cannot disassemble	Protection against AntiGreen and Green status effects.
Red Brooch	N/A	Cannot disassemble	Protection against AntiRed and Red status effects.
Blue Brooch	N/A	Cannot disassemble	Protection against AntiBlue and Blue status effects.
Forget-me-not Pot	N/A	5 Bone	Memorizes monsters to be used in Dopplegang ability.
Profiteer Purse	N/A	3 Bone, 3 Copper, 3 Iron	Slightly increase the amount of money received at the end of battle.
Moonglasses	N/A	1 Iron, 1 Mythril, 1 Denadorite	Reduces the damage done by all kinds of attacks from enemies.
Sunglasses	N/A	1 Iron, 1 Mythril, 1 Denadorite	Increases the damage done by all kinds of attacks against your enemies.
Star Fragment	N/A	Cannot disassemble	Protection from the flu, burns, sprains, and poison status effects.
Hero's Medal	Evd% +24%	Cannot disassemble	One part of the 3-piece hero's collection. Proves the wearer is a true hero.
Hero's Shield	Def +1, M.Def +1	Cannot disassemble	One part of the 3-piece hero's collection.

KEY ITEMS



CHAPTER 5

KEY ITEMS

This section describes items that must be found to complete the game, to complete certain side quests, or to recruit characters into your party.



ANCIENT FRUIT

The fruit of an ancient plant that the Beeba tribe grows in order to tame Wingapedes.

Where Found: After rescuing Riddel from Viper Manor, return to the Hydra Marshes (Another World). Help Beeba, and he will give you the fruit and instructions on how to use it.

Use: Stand at the instructed position in Hydra Marshes, and use the Beeba Flute. A Wingapede will carry you to Gaea's Navel. The fruit is payment.



AROMA POUCH

When worn, it has the power to make seeds and fruit cling to you upon examining plants.

Where Found: Chest in cave under waterfall in Shadow Forest (Another World).

Use: As described in Shadow Forest (Another World). A seed will follow the party. Use the seed to lure similar-colored monster to large monster blocking the path.



ANGRY SCAPULA

These shoulder-blades obviously bore a lot of hatred. Perhaps the owner hated himself... while alive.

Where Found: Under the waterfall in the Shadow Forest (Another World). Read the explorer's letter, and it drops out.

Use: Collect all the skeletal parts and take them to Skelly's grandma in Termina (Another World). Skelly will be reassembled.



ASTRAL AMULET

A small, star-colored talisman.

Where Found: Kid gives it to Serge if he decides to look for the Hydra Humour. If not, Harle gives it to Serge upon returning to his Home World.

Use: Find the green wormhole at Opassa Beach, and travel between worlds at will.



BEEBA FLUTE

A mysterious flute handed down in the Beeba tribe. It enables you to tame the wildest of Wingapedes.

Where Found: In the Hydra Marshes, defeat the first Beeba(s) and it will apologize and give you the flute.

Use: Use the flute at certain spots to call upon a Wingapede. But you better have the right fruit to feed it...

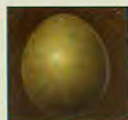


BELLFLOWER

A blue blossom that only blooms in the Fossil Valley.

Where Found: Find at the highest point of Fossil Valley (Another World).

Use: Find Glenn and Riddel at the shrine area of Termina (Another World). Glenn will give you up to 70 G for it without much problem.



BIG EGG

A huge egg found in the Fossil Valley. What kind of egg it is remains yet unknown!

Where Found: Steal it from the Dodo's nest in Fossil Valley (Another World).

Use: In Fort Dragonia (Home World), take the elevator down and use it in the center incubator.



BLACK RELIC

A special treasure received from the Black Dragon God at Marbule.

Where Found: Defeat the Black Dragon.

Use: Allows you to enter the Sea of Eden, when used in conjunction with the other Dragon Relics.



BLUE RELIC

A special treasure received from the Blue Dragon God at Water Dragon Isle.

Where Found: Defeat the Blue Dragon.

Use: Allows you to enter the Sea of Eden when used in conjunction with the other Dragon Relics.



BOOK OF POEMS

Poems written by the waitress in Arni Village.

Where Found: Speak to the waitress in the restaurant at Arni Village in Home World. Then speak to the "other" waitress in Another World. Speak to the waitress in Home World again to receive the Book.

Use: Give to the waitress in Another World to receive an item.



CARD KEY

A security pass built with futuristic technology that makes it impossible to duplicate.

Where Found: Level 4 of Chronopolis.

Use: Access to Level B1 of Chronopolis via the central elevator.



CHRONO CROSS

The ultimate, long-lost Element of the seventh color attribute.

Where Found: Take the Tear of Love and the Tear of Hate to Divine Dragon Falls (Another World) after defeating the Seventh Dragon God. Place the items on the two pedestals.

Use: Multiple uses as an item and an Element. Wonder what it does...



DÉCOR SHIELD

A beautiful shield made for completely ornamental purposes. Not of any use in a real battle.

Where Found: On the wall in the trap-filled room in Viper Manor.

Use: Place upon the suit of armor that is missing a shield to reveal a hidden room.

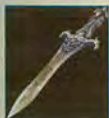


DRAGON EMBLEM

A traditional crest passed down the generations at the Dragon Shrine. The design looks familiar...

Where Found: Show Direa the Tear of Hate in the Dragon Shrine at Guldove (Another World).

Use: Gain entrance to the Dragon Shrine in Guldove (Home World).



EINLANZER

The legendary dragon sword Garai once wielded. It is the only sword able to beat the Masamune's evil power.

Where Found: The grave of Garai on the Isle of the Damned (Home World).

Use: Allows you to enter the Dead Sea. Also, equip on Glenn to take the other Einlanzer from the shrine area of Termina (Another World).



EXPLOSIVE

An explosive device used by excavation teams. Handle with care!

Where Found: Talk to the guy standing near the underground entrance on Earth Dragon Isle (Home World).

Use: Blast the large creatures on Earth Dragon Isle who are blocking the way.



FIDDLER CRAB

A sculpture of a fiddler crab with a claw that shines like a blue jewel. Said to have the ability to control the tides.

Where Found: Defeat the Sage on board the S.S. Zebess

Use: Opens access to the Dead Sea.



GARAI KEEPSAKE

Just an old mirror. Why it is said to be a memento of Garai will never be known.

Where Found: Follow Radius back to Hermit's Hideout (Home World), where he will produce this.

Use: Enables you to pass through the mirror doorways on the Isle of the Damned.



GOOD BACKBONE

A spine with good posture that must have come from a grandma's loving training in its former life.

Where Found: Inside a cave close to where the Hydra might have been in the Hydra Marshes (Another World).

Use: Collect all the skeletal parts and take them to Skelly's grandma in Termina (Another World). Skelly will be reassembled.



GREEN RELIC

A special treasure received from the Green Dragon God at Gaea's Navel.

Where Found: Defeat the Green Dragon.

Use: Allows you to enter the Sea of Eden when used in conjunction with the other Dragon Relics.

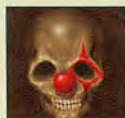


GREEN TINKLER

Marsh plants react to the sound of this bell, bending to open the way without you having to touch them.

Where Found: Talk to the dwarf that appears in Ortha's bar after speaking to the Shrine Maidens in Guldove (Another World).

Use: As described.



HEAVY SKULL

A human skull painted with clown's make-up. It says it is searching for its body and lost memories.

Where Found: Approach the skull of the dragon skeleton in Fossil Valley (Another World).

Use: Collect all the skeletal parts and take them to Skelly's grandma in Termina (Another World). Skelly will be reassembled.



HERO'S MEDAL

One piece of the three-piece hero's collection. Said to prove the wearer is a true hero.

Where Found: Speak to Pierre in the room he's rented inside Zappa's Smithy, then go out the back door. Chase down the little boy running in circles behind Zappa's Smithy in Termina (Another World). He hands this over like a good little boy. You must have spoken to the man polishing General Vipo's statue near Termina's entrance.

Use: Present to Pierre inside Zappa's Smithy. Then speak to him again to recruit him. The medal can be equipped as an accessory on Pierre thereafter, to increase his evade rate %.



HANDLE

A detachable crank-handle that serves as proof that the casino table is rigged.

Where Found: Secret machine room above the Inn on board the S.S. Zebess.

Use: Taking it prevents Fargo and the crew from cheating passengers.



HECKRAN BONE

The leg bone of a wild Heckran. Perfect for making stock to be used in soups and stews!

Where Found: Under bed in room above restaurant in Arni Village (Home World).

Use: Offer it to Poshul in Arni Village (Home World) to recruit her early in the game.



HYDRA HUMOUR

Refined from the body fluids of a hydra, this liquid is the only known antidote for hydra poison.

Where Found: Defeat the Hydra in the Hydra Marshes, and then touch its remains to obtain it (Home World).

Use: Give it to Doc in Guldove (Another World). This only occurs if you chose to help Kid.

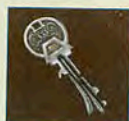


ICE BREATH

The cold breath of the Water Dragon has the power to freeze even piping-hot magma.

Where Found: Speak to the Water Dragon at Water Dragon Isle (Home World).

Use: Allows you to travel through Mount Pyre, prevents HP draining by magma.



PARLOR KEY

A key to the parlor of Viper Manor that was found in the manor prison. Probably hidden by a lazy guard.

Where Found: Return to Viper Manor (Another World) after the Dragoons have left for Fort Dragonia. Find the key in a bucket directly under the stairs near the prison area.

Use: Opens the locked parlor door on the first floor of the manor.



PELVIC BONE

Even from the pelvis, you can see this person had good posture. It is important to have good posture!

Where Found: Talk to the material trader outside Doc's hut in Guldove (Another World). Whether you trade anything or not, she offers this to you.

Use: Collect all the skeletal parts and take them to Skelly's grandma in Termina (Another World). Skelly will be reassembled.



PRISON KEY

A key that opens the dungeon-like prison beneath Viper Manor.

Where Found: While rescuing Riddel at Viper Manor (Another World), find Norris in the parlor on the first floor and he'll give it to you.

Use: Unlocks any door in the prison area of Viper Manor.



PROP SWORD

A sword stage-prop found in the ruins of a theater.

Where Found: The stage area inside the Tower of Gheddon in the Dead Sea.

Use: Give to Pierre in Termina (Another World). Becomes the Hero's Sword, part of a 3-piece Hero's set.



RED RELIC

A special treasure received from the Red Dragon God at Mount Pyre.

Where Found: Defeat the Red Dragon.

Use: Allows you to enter the Sea of Eden when used in conjunction with the other Dragon Relics.



RELIEF CHARM

No need to participate in battles when friends can fight for you!

Where Found: Beginning of a New Game+.

Use: Replace Serge in the fighting trio. He still leads the group on the World and Area Maps, but in combat he will be replaced by whomever you choose, prior to battle.



SAFETY GEAR

Poison-resistant clothing that an exploration party had can lend to amateur adventurers.

Where Found: In the Hydra Marshes (Another World), go up the fungal stalks all the way to the open clearing, and speak to the man nearby.

Use: Prevents HP drain while exploring the Hydra Marshes in Another World.



SAPPHIRE BROOCH

A brooch that has a blue stone that appears to have been broken in two sets inside of it.

Where Found: After rescuing Riddel, defeat Orlha at Guldove (Another World). She gives it to you afterward.

Use: Show it to Orlha after Serge is reborn, and she joins the party.



SHARK TOOTH

An amulet Kiki's father made from a lion shark tooth ten years ago when he decided to be a fisherman.

Where Found: In Arni Village (Home World). Speak to the fisherman in his basement before setting out for Lizard Rock.

Use: Show it to the same fisherman in Another World to recruit the voodoo doll Mojo.



SMITH SPIRIT

Wherever there's a customer, a blacksmith will be there! Just summon the master smith's spirit...

Where Found: Recruit Zappa at his Smithy in Termina (Home World). He will give this to you.

Use: Forge weapons anywhere on the World Map or at a Record of Fate.



STAR FRAGMENT

It looks just like an ordinary starfish, but is said to have a secret power.

Where Found: Chest in center of El Nido Triangle (Home World).

Use: Lures a strange creature out into the open at Sky Dragon Isle (Home World).



STATION PASS

Without this pass it is impossible to proceed through the station's turnstiles.

Where Found: Wait for the ghost to drop it at the train station area of the Tower of Gheddon in the Dead Sea.

Use: Go through the turnstiles to find rare treasures.

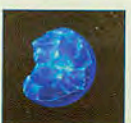


STURDY RIBS

The owner must have done various gymnastics and aerobatics in order to build a body this solid.

Where Found: On Water Dragon Isle (Another World), talk to the person wearing green who's standing near the rear exit of the first area.

Use: Collect all the skeletal parts and take them to Skelly's grandma in Termina (Another World). Skelly will be reassembled.



TEAR OF HATE

A shard of the shattered Dragon Tear.

Where Found: After the Dead Sea, return to Termina (Another) and go into the back room. Karsh entrusts it to Serge.

Use: After defeating FATE at Chronopolis, return to the Divine Dragon Falls (Another). Use the Tear of Love and Tear of Hate to make the Chrono Cross.



TEAR OF LOVE

A shard of the shattered Dragon Tear.

Where Found: Use the Dragon Tear at Fort Dragonia (Home).

Use: After defeating FATE at Chronopolis, return to the Divine Dragon Falls (Another). Use the Tear of Love and Tear of Hate to make the Chrono Cross.



TELE-PORTER

Lets you change party members on the World Map or when standing in reach of Records of Fate.

Where Found: Given to Serge by Kid, either when she joins the party or at Termina (Another World).

Use: As described.



TIME EGG

A legendary item that is a complete enigma. It is believed to break the bonds of time.

Where Found: Defeat the Time Devourer at the top of the Terra Tower. Belthasar gives this to you.

Use: Travel to the darkness at the end of time to unite two worlds.



TIME SHIFTER

Controls the flow of time. R2 button = Fast Forward; L2 button = Slow Motion

Where Found: Beginning of a New Game+.

Use: Changes the speed of the game, on the World and Area Maps, as well as during combat.



WHITE RELIC

A special treasure received from the White Dragon God at Sky Dragon Isle.

Where Found: Defeat the Sky Dragon.

Use: Allows you to enter the Sea of Eden when used in conjunction with the other Dragon Relics.



YELLOW RELIC

A special treasure received from the Yellow Dragon God at Earth Dragon Isle.

Where Found: Defeat the Yellow Dragon.

Use: Allows you to enter the Sea of Eden when used in conjunction with the other Dragon Relics.

CHAPTER 6

ELEMENTS

This section describes in detail the items called Elements. Elements enable all characters to use super attacks, drawing upon the natural power of the environment.

Finding Elements

You can find Elements by searching Treasure Chests, corners, and niches on Area Maps of the game. You can also win them by defeating certain monsters, stealing them from enemies during combat, or trapping the Element as the enemy tries to use it. To find out which monsters may possess Elements that can be stolen or dropped during battle, refer to the "Bestiary."

You can also buy Elements at several shops and from vendors scattered across the World Map. To find out where shops are located and what they sell (at every point in the game), refer to the Shop Lists.



Allocating Elements

Once you have Elements, you must "allocate" them to your characters' Element Grids. Then the characters can use them in battle.

Open the Element Menu and select any of your three characters. You can allocate Elements to a character in many ways. Either point the cursor to the Element you want to allocate, or point it at the space on the Grid you want to fill.

You can use the "Auto Allocate" command to fill up those Grids more quickly. You can choose between Auto Allocating one character or the whole party at once. However, it should be noted

that the Auto Allocate function will give the characters a greater number of Elements of the same color as their Innate. For example, a White Innate character's Grid will be filled 50 percent or more with White Elements, a Yellow Innate character with 50 percent or more Yellow Elements, and so on. This is because characters are better at casting Elements of their own Innate. The game rarely allocates Elements of the opposite color as the character's Innate (i.e. it won't give a White Innate character any Black Elements).

When using the Auto Allocate function, we suggest that you closely check the configuration that you receive. Replace some of the overabundance of Innate-matching Elements with different ones of other colors.



If you choose to manually allocate Elements, make sure that each character has attack Elements of every level. But also make sure that they are allocated many healing Elements. Status-affecting Elements are important too. Because many enemies you encounter will use them, you don't want to give them the upper hand. Also, make sure you allocate consumables for further healing and status-curing.

Element Levels

Allocated Elements are affected by their level. Each Element has a "Base Level," and it can be allocated in that row of a character's Grid. Most Elements have a "Level Range," indicated as a + (plus) or - (minus) rating. This rating sets up a range of other levels at which you can place the Element.

Allocating an Element to a level below its Base enables the character to cast it sooner, but the effect will be lower in power or success (no matter what it does). If the Element is allocated to a level higher than its Base, it will be stronger but the character will have to wait longer to use it.

Generally, it is best to allocate an Element to its Base Level. The differences in either direction are so slight that it's not worth forcing the Element to work below or above its position of maximum potential on a Grid. We recommend that you only allocate Elements higher or lower on the Grid than Base Level when your character has not yet attained enough levels in the Grid to allocate the Element to its proper position. In other words, allocate Elements down if you have to, but not up.

Elements with Preferences

You can only allocate some Elements to characters whose Innate is the same color. Some high-level Elements are like this, as are most Summons. However, the trade-off is that the character lucky enough to be allocated the Element will have much greater success with it.

Gaining such a powerful Element is sufficient incentive to place a character in your party with a matching Innate. Be cautious, however. If a character in your party has the opposite Innate of the majority of enemies in a given area, it makes them a weak link in your party. Your other characters will have to cast a lot of protective Elements on this character if this character is to survive. Plus, such Elements are usually of a very high level with a very low Level Range. You usually won't be able to cast them on the first round. So while such Elements boost the strength of your party, they also require you to devise better strategies to use them.



Using Elements

Characters can use Elements during combat, but first each character in your party must build up their Element Power through physical attacks against foes. If the blow is successful, Element Power is achieved.

The amount of power gained per strike depends on the power of the attack. A Weak attack will grant 1 Element Power, a Strong attack 2, and a Fierce attack 3. The Hit Percentages indicate which power is attempted (Weak attacks have a better chance to hit, while Fierce attacks have the lowest chance of success).

After amassing sufficient Element Power, a character can use an Element, provided they have at least one Stamina point. If a character gets up to an Element Power of 8 early in the fight, then that character can cast a very powerful Element or even a Summons on their next chance of attack. If the character only gets up to 5, then he or she can only use Elements at Levels 5 or below on their Grid.

Keep a close eye on how your characters' Elements are allocated on their Grid so that they don't continue to attack when they should be using an Element. This is especially important when some of the characters need to be healed.

Elements Versus Innate

Each character has an Innate Element, and can use Elements of that color with more skill and more power. Also, characters' physical attacks are tempered with the power of their Innate Element.

Thus, a Blue character or a Blue Element will attack more strongly against a Red opponent. However, the Blue character will be weaker defensively against the Red opponent. There are some Boss fights where taking a character of the opposite Innate into the fray makes them a *liability*. You will find yourself curing and reviving this character often.

When characters attempt to cast an Element of a color *opposite* to their Innate, they won't be able to use that Element as well as anyone else. However, when confronting a monster of the same Innate as the character, that character can sneak attack with Elements of the opposite color, if allocated ahead of time. In other words, if you face a Blue monster with a Blue character who is equipped with Red attack Elements, then those Elements will affect the monster just as strongly as if any other character were using them (except for characters with a Red Innate Element color). Also, the Blue monster won't cause as much damage to the Blue character, so allocating them with Red Elements is a smart idea!

Element Strategies

The Exploration and Combat chapter earlier in the guide detailed some extremely good tactics for using Elements, and for balancing physical attacks with Element usage. Refer to that chapter for a quick refresher course.



WHITE ELEMENTS

White Elements focus the energy of light. The opposite of White is Black.

Name	Level	+ or -	Effect	Description	\$	Shop	ATTACK
PhotonRay	1	7	Single Foe	Shoots a bright laser beam at your opponent	60	Guldove	
Meteorite	2	6	Single Foe	Drops a comet down on an unsuspecting foe's head	100	Guldove	
PhotonBeam	3	5	Single Foe	Bombards enemy with an extra-powerful laser	-	-	
MeteorShower	4	4	All Foes	Hurls several large asteroids at foes	-	-	
HolyLight	5	3	All Foes	Casts a holy circle (annihilates undead)	-	-	
UltraNova*	6	2	All Foes	Causes an explosion of high-density energy	-	-	
Name	Level	+ or -	Effect	Description	\$	Shop	HEALING
Revive	1	7	Single Ally	Recovers friend from incapacitated status	-	-	
WhiteOut**	2	0	Single Ally	Removes White status effects	40	Termina	
RecoverAll	3	5	All Allies	Restores HP (Medium)	380	Guldove	
Purify	4	4	Single Ally	Removes all status effects	210	Guldove	
Panacea**	4	0	Single Ally	Removes all status effects	500	Guldove	
FullReveal*	5	3	All Allies	Recovers incapacitated status and heals all HP	-	-	
HolyHealing*	6	2	All Allies	Restores all HP and removes status effects	-	-	
Name	Level	+ or -	Effect	Description	\$	Shop	SUPPLEMENTAL
TurnWhite	1	7	Single Foe/Ally	Turn foe's attribute/ally's attacks White	75	Marbule	
AntiBlack*	3	5	Single Foe	Temporarily seals Black Elements	-	-	
StrongMinded	4	4	Single Ally	Temporarily increases your magical defenses	430	Guldove	
WeakMinded	4	4	Single Foe	Temporarily decreases your foe's magical defense	430	Guldove	
Magnify	6	2	All Foes & Allies	Temporarily increases Element damage by 1.5	1670	Guldove Marbule	
MagNegate*	6	2	Single Ally	Temporarily nullifies foe's magic attacks	2880	Guldove	
Name	Level	+ or -	Effect	Description	\$	Shop	TRAP
HolyLight**	5	0	All Foes	Set trap to catch HolyLight Element	300	Marbule	
UltraNova**	6	0	All Foes	Set trap to catch UltraNova Element	400	Marbule	
Unicorn**	7	0	All Foes	Set trap to catch ★ Unicorn Element	500	Marbule	

SUMMONS

Name	Level	+ or -	Effect	Description
★ Unicorn*	7	1	All Allies	Holy horse's prayer raises Def & M.Def
★ Saints*	8	0	All Foes & Allies	Army of angels attacks foes and heals party

* - indicates character must have innate color ** - indicates the element is consumable

YELLOW ELEMENTS

Yellow Elements focus the energies of the earth and electricity. The opposite of Yellow is Green.

ATTACK

Name	Level	+ or -	Effect	Description	\$	Shop
Uplift	1	7	Single Foe	Cuts out and drops a block of stone on foe	50	Termina Guldove
ElectroJolt	2	6	Single Foe	Shocks foe with an electrical discharge	80	Termina Guldove
Upheaval	3	5	Single Foe	Spears foe with shards of shattered earth	100	Termina Guldove
ElectroBolt	4	4	Single Foe	Hurls a lightning bolt down on your opponent	240	Termina Guldove
Earthquake	5	3	All Foes	Crushes foes beneath giant stone pillars	-	-
ThundaStorm*	6	2	All Foes	Causes a series of thunderbolts to occur	-	-

HEALING

Name	Level	+ or -	Effect	Description	\$	Shop
Brace**	2	0	Single Ally	Heals sprains and Yellow status effects	15	Termina Guldove
Capsule**	3	0	Single Ally	Restores HP (medium)	25	Marbule Termina Guldove

SUPPLEMENTAL

Name	Level	+ or -	Effect	Description	\$	Shop
TurnYellow	1	7	Single Foe/Ally	Turn foe's attribute/ally's attacks Yellow	75	Marbule
AntiGreen*	3	5	Single Foe	Temporarily seals Green Elements	-	-
HiRes	4	4	Single Ally	Temporarily increases your defense	430	Marbule
LoRes	4	4	Single Foe	Temporarily decreases your defense	430	Marbule
YellowField	5	3	All Foes & Allies	Colors all field attributes Yellow	-	-
PhysNegate*	6	2	Single Ally	Temporarily nullifies foe's physical attacks	-	-

TRAP

Name	Level	+ or -	Effect	Description	\$	Shop
Earthquake**	5	0	All Foes	Set trap to catch Earthquake Element	300	Marbule
ThundaStorm**	6	0	All Foes	Set trap to catch ThundaStorm Element	400	Marbule
Golem**	7	0	All Foes	Set trap to catch ★ Golem Element	500	Marbule

Name	Level	+ or -	Effect	Description
★ Golem*	7	2	All Foes	Summons an earth giant to stomp on your foes
★ ThundaSnake*	8	0	All Foes	An electric serpent zaps anything in its path

* - indicates character must have innate color ** - indicates the element is consumable

GREEN ELEMENTS

Green Elements focus the energies of plants and the winds. The opposite of Green is Yellow.

Name	Level	+ or -	Effect	Description	\$	Shop
Bushwhacker	1	7	Single Foe	Slices foe with a cloud of whirling leaves	50	Termina Guldove
AeroSaucer	2	6	Single Foe	Throws blades of razor-sharp air to slice foe	80	Termina Guldove
Bushbasher	3	5	Single Foe	Encases foe in a cage of thorny bushes	100	Termina
AeroBlaster	4	4	Single Foe	Shoots a sonic blast at your foe	240	Termina
Carnivore	5	3	All Foes	A humongous Venus Flytrap devours foes	-	-
Tornado*	6	2	All Foes	Causes a cyclone that batters foes to bits	-	-

Name	Level	+ or -	Effect	Description	\$	Shop
Heal	2	6	Single Foe/Ally	Restores HP (small)	100	Termina
Antidote*	2	0	Single ally	Heals poison and Green status effects	15	Arni Termina Guldove
HealAll	4	4	All Allies	Restores HP (medium)	300	Termina
HealPlus*	6	2	Single Foe/Ally	Restores HP (large)	-	-

Name	Level	+ or -	Effect	Description	\$	Shop
TurnGreen	1	7	Single Foe/Ally	Turn foe's attribute/ally's attacks Green	75	Marbule
AntiYellow*	3	5	Single Foe	Temporarily seals Yellow Elements	-	-
EagleEye	4	4	Single Ally	Temporarily increases your attack Hit%	430	Marbule
BatEye	4	4	Single Foe	Temporarily decreases foe's attack Hit%	430	Marbule
GreenField	5	3	All Foes & Allies	Colors all field attributes Green	-	-
InfoScope*	6	2	Single Foe	Detects your opponent's HP data	880	Guldove

Name	Level	+ or -	Effect	Description	\$	Shop
Carnivore**	5	0	All Foes	Set trap to catch Carnivore Element	300	Marbule
Tornado**	6	0	All Foes	Set trap to catch Tornado Element	400	Marbule
Sonja**	7	0	All Foes	Set trap to catch ★ Sonja Element	500	Marbule

SUMMONS

Name	Level	+ or -	Effect	Description
★ Sonja*	7	2	All Foes	Summons a forest dryad to sprinkle poison dust
★ Genie*	8	0	All Foes	A wind djinn blows away your foes with a twister

* - indicates character must have innate color ** - indicates the element is consumable

BLUE ELEMENTS

Blue Elements focus the energies of water. The opposite of Blue is Red.

ATTACK

Name	Level	+ or -	Effect	Description	\$	Shop
AquaBeam	1	7	Single Foe	Blasts foe with high-pressure water stream	50	Arni Termina Guldove
IceLance	2	6	Single Foe	Hurls an icicle spear at unsuspecting foe	80	Termina
AquaBall	3	5	Single Foe	Hurls a large sphere of water at opponent	100	Termina
IceBlast	4	4	Single Foe	Freezes your foe in a cage of ice	240	Termina
Deluge	5	3	All Foes	Inundates enemies in icy-cold floodwaters	-	-
Iceberg*	6	2	All Foes	Hails large chunks of ice down on foes	-	-

HEALING

Name	Level	+ or -	Effect	Description	\$	Shop
Cure	1	7	Single Foe/Ally	Restores HP (small)	100	Arni
Medicine**	2	0	Single Ally	Heals the flue and Blue status effects		Termina
CurePlus	3	5	Single Foe/Ally	Restores HP (medium)	220	Termina
CureAll*	5	3	All Allies	Restores HP (large)	-	-

SUPPLEMENTAL

Name	Level	+ or -	Effect	Description	\$	Shop
TurnBlue	1	7	Single Foe/Ally	Turn foe's attribute/ally's attack Blue	75	Marbule
AntiRed*	3	5	Single Foe	Temporarily seals Red Elements	-	-
Nimble	4	4	Single Ally	Temporarily increases physical Evade%	430	Marbule
Numble	4	4	Single Foe	Temporarily decreases physical Evade%	430	Marbule
BlueField	5	3	All Foes & Allies	Colors all field attributes Blue	-	-
Vigora*	6	2	Single Ally	Temporarily stops your stamina from decreasing	-	-

*Vigora is gained from defeating Vita Unus

TRAP

Name	Level	+ or -	Effect	Description	\$	Shop
Deluge**	5	0	All Foes	Set trap to catch Deluge Element	300	Marbule
Iceberg**	6	0	All Foes	Set trap to catch Iceberg Element	400	Marbule
FrogPrince**	7	0	All Foes	Set trap to catch ★ FrogPrince Element	500	Marbule

Name	Level	+ or -	Effect	Description
★ FrogPrince*	7	2	All Foes	Summons Frog Prince to perform water attack
★ BlueWhale*	8	0	All Foes	Calls on Neptune's anger to create a tsunami

* - indicates character must have innate color ** - indicates the element is consumable

RED ELEMENTS

Red Elements focus the energies of fire. The opposite of Red is Blue.

Name	Level	+ or -	Effect	Description	\$	Shop
Fireball	1	7	Single Foe	Hurls spheres of flames at enemy	50	Arni Termina
MagmaBomb	2	6	All Foes	Launches a volley of fireballs at foes	80	Termina
FirePillar	3	5	Single Foe	Burns enemy in a pillar of flames	100	Termina
MagmaBurst	4	4	Single Foe	Makes lava gush out from beneath foe	240	Termina
Inferno	5	3	All Foes	Heats air to a burning-hot temperature	-	-
Volcano*	6	2	All Foes	Induces an enormous volcanic eruption	-	-

Name	Level	+ or -	Effect	Description	\$	Shop
Tablet**	1	0	Single Ally	Restores HP (small)	10	Arni Termina Guldove
Ointment**	2	0	Single Ally	Heals burns and Red status effects	15	Termina Guldove
Recharge**	6	0	Single Ally	Recovers a used Element for re-use	-	-

Name	Level	+ or -	Effect	Description	\$	Shop
TurnRed	1	7	Single Foe/Ally	Turn foe's attribute/ally's attacks Red	75	Marbule
AntiBlue*	3	5	Single Foe	Temporarily seals Blue Elements	-	-
Strengthen	4	4	Single Ally	Temporarily increases your attack power	430	Marbule
Weaken	4	4	Single Foe	Temporarily decreases foe's attack power	430	Marbule
RedField	5	3	All Foes & Allies	Colors all field attributes Red	-	-
NinetyNine	6	2	Single Ally	Temporarily keeps Hit% of basic attacks at 99%	2880	Guldove

Name	Level	+ or -	Effect	Description	\$	Shop
Inferno**	5	0	All Foes	Set trap to catch Inferno Element	300	Marbule
Volcano**	6	0	All Foes	Set trap to catch Volcano Element	400	Marbule
RedWolf**	7	0	All Foes	Set trap to catch ★ RedWolf Element	500	Marbule

SUMMONS

ATTACK

HEALING

SUPPLEMENTAL

TRAP

Name	Level	+ or -	Effect	Description
★ MotherShip*	7	1	All Foes	Contacts a spaceship to blast foes to pieces
★ GrimReaper*	8	0	All Foes	Summons Death to wreak doom and destruction

* - indicates character must have innate color ** - indicates the element is consumable

WHERE TO OBTAIN SUMMON ELEMENTS

While you can only gain most Level 8 Summon Elements by defeating certain monsters, you can gain various Level 7 Summons by trapping them from the monsters listed in the following table. For example, you can trap the Unicorn Element from a Dodo when you fight it sometime during Home World. The following enemies and locations are just some examples. It's possible to trap these Summon Elements from other enemies.

SUMMON ELEMENT	ENEMY AND LOCATION
FrogPrince	Speak to the Blue Dragon at Water Dragon Isle (Home World).
MotherShip	Shadow Cats in Fossil Valley (Another World)
Golem	Centaurpedes in Hydra Marshes (Another World)
RedWolf	Hotdiggity in Mount Pyre (Home World)
Unicorn	Dodo in Fossil Valley (Home World)
Sonja	PreyMantis in Gaea's Navel (Home World)

LOCATIONS

THE TOWNS AND PLACES OF ADVENTURE IN CHRONO CROSS

THINGS TO LOOK FOR

The next section of the guide describes the events and Boss monsters encountered in every area of the game. Pay close attention to the following types of notes (see sidebars), which appear often:

Home World or Another World

Beside the name of each Location, a note indicates which world the description pertains too. Eventually, you will investigate most areas of both worlds. Toward the end of the guide it is important to note whether you should be in Serge's Home World or in Another World, because the dimensional wall must be crossed many times.

Maps

A full color map marks the beginning of each Location description, with pointers marking the spots where you'll find treasure chests and important items. Use these maps to make sure you have found all the items and completely explored the area before leaving.



Enemies, Items, Elements

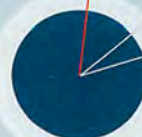
Before you enter a new area, check this section to see what types of creatures you'll be contending with. Their innate Element color is listed in parentheses, so use this information to equip your party with the correct Elements ahead of time.

Before you spend a lot of money on equipment, accessories, or Elements, refer to the lists of things you'll find in the upcoming area. You'll spend your money more wisely if you know what you'll pick up just ahead.

Descriptions

The events and options available to you in each area are thoroughly described. Picking up all the minor items and emptying the treasure chests are *not a part of the strategy*. Use the maps to locate all chests and items.

WARNING



BRANCHING

This is the most important thing to watch out for! These small notes indicate whether the actions you take or the decisions you make will effect the events you witness in the next several hours of gameplay, or even the outcome of the game. Sometimes, these Branching notes direct you to skip to a later section of the guide when you choose to follow a certain branching.

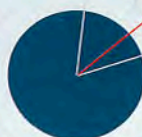
NOTE



CHARACTER RECRUITMENT

These notes point out the fact that there is a chance of recruiting a character, and how to go about it. Each new character added to the party brings new attacks, new special Tech Skills, and greater strength to the whole party!

NOTE



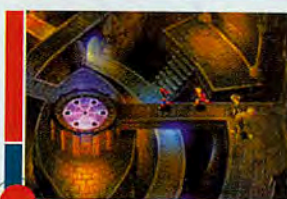
BOSS STRATEGY

The major enemies you encounter in any area are examined in Boss strategy sections, and their weaknesses are exposed as well. Check these short descriptions for enemy statistics and fighting tips. Check the "Bestiary" to determine which items each Boss may drop, and which things may be stolen from the opponent. Victory in most Boss encounters usually means that your party will get a Star!

DREAM DUNGEON



Activate the giant crystal



Head to the center of the large area



Teleport to the floating castle

ENEMIES

Alphabat(Black)
Cybot(Yellow)

ITEMS

Carry-over G (see note)

ELEMENTS

None

NOTE

CARRY-OVER G

For your battle efforts in the Dream Dungeon, a portion of the money you collect as combat spoils actually carry over into Serge's waking world. The ratio appears to be 100 G retained for every 1000 G you win.

Our worldwide quest begins in a mysterious dungeon, deep inside a castle surrounded by dragon statues. A randomly chosen third character will accompany Serge and Kid. Make sure you enjoy a few battles, because you won't see your characters with stats or elements like this for some time!

From the elevator, head left to a balcony where the group overlooks a glowing crystal on a pedestal. To reach the prize, go back past the elevator and then down through the next wide chamber with enemies. Outside the main chamber, head up the stairs and then back through the upper part of the main chamber to the top. Go to the giant crystal and press X to activate it. Now return to the main chamber and make your way to the glowing platform in the center. The entire group is teleported to a high ledge, where we abruptly discover that this has all been Serge's dream!

ARNI VILLAGE (HOME WORLD)



Get out of bed, slacker!



Find Leena on the pier



Learn combat and Element tactics from Radius



Stock up on Elements and equipment



Leave Arni to hunt Komodo Scales

ENEMIES

None
(although Radius is kinda mean!)

ITEMS

Secret Savings
Shellfish Frame
Komodo Scale
Shark Tooth
Ivory Helmet
Heckran Bone

ELEMENTS

Tablet
PhotonRay
Uplift
AquaBeam
Cure

Searching Arni

After Serge wakes up, his mother Marge indicates that the young lad is late meeting his girlfriend Leena.

The center of Arni is outside Serge's house. Talk to the man at the far left about his sawfish and agree with him to get a **Komodo Scale**. Give this to the kid on the other side of the village center for free and he'll give you an **Uplift Element** and a hint about recruiting Poshul. In the very center of the village is a merchant who sells a few Elements and will forge some Ivory Weapons, not that you need any right now. Search her cart for a **Shellfish Frame**. She'll be happy to let you have it, seeing how she's known Serge her whole life.

Go in the second house from the right and talk to the man in the basement to get a **Shark Tooth**. This item will help recruit another party member a bit later.



This kid trades an Uplift for the Komodo Scale.



Inherit the Shark Tooth.

Battle Tutorial

Exit to the far left of the village center to find Radius teaching combat lessons on the green. Engage him in battle to experience a medium-length tutorial on the Combat and Element systems. This is nowhere near the level to which you must eventually master your use of Elements and fighting Tech Skills! But the advice the old master gives will get you through your first several hours of the game. Inside Radius' hut, you learn from some other locals about the Record of Fate.

Leena's Necklace

You can find Leena on the Pier, and she lays out your first task. You must leave Arni and travel a short distance southwest on the World Map to Lizard Rock. There you must trap and kill three poor little Komodo Pups for their scales. Leena wants to make a necklace out of them to keep up with the current trends. And no, Leena will not accept the scale you got from the fisherman, cheater! She will meet you at Opassa Beach when you have acquired three Komodo Scales.

Slaying the Pups will be easy, but trapping them is the trick. For tips, visit the man sitting on the bench inside the first house on the right of the village square. He will give you clues about how to capture all three, if you affirm that you are hunting Komodo Scales.



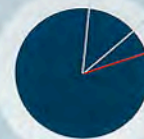
Leena sends Serge to Lizard Rock.



The fisherman's dad has some tips.



Daring doggie.



TIP

FRAMES

The Frame items you find enable you to customize the look of *Chrono*

Cross in ways better suited to your taste. After finding a new Frame, access the Customize Menu, select Window Frame, and toggle the setting to Custom. Press X, then scroll left to right through the various frames you've collected. All the dialog boxes of the game will appear in the frame of your choice!



Radius teaches about combat and Elements.



NOTE

POSHUL

You can recruit Poshul now if you want.

Having the pink pooch along for the ride enables you to use a greater variety of Elements in Lizard Rock battles. Simply find the **Heckran Bone** under the bed in the back room of the restaurant. Take it to Poshul, who is being walked near where Radius is teaching. Offer Poshul the Heckran Bone and the lisp-ing doggie will be your friend to the end! If you're not excited at the prospect, she may force her way into your company later.

CAPE HOWL (HOME WORLD)



Watch out for the geysers!



Check out that view

Engrave your love on
Cape Howl Rock

ENEMIES

BeachBum (Blue)
SandSquirt (Blue)

ITEMS

Bone

ELEMENTS

Heal

Geyser Dodging

You need to be very careful of two things to reach the Treasure Chests: the enemies roaming the area and the geysers that shoot up from the ground. The geyser holes couldn't be more obvious, but you should pause momentarily, learn their timing, and determine when it's safe to run past.

"Serge and Leena Forever"

When you get to the edge of Cape Howl, go to the rock on the high cliff and press the Action button (X). Serge engraves his eternal love for Leena on the rock. This is not essential, just something fun to do while you are picking up items in the area.

LIZARD ROCK (HOME)

Find access to hidden
Chests

Defeat three Komodo Pups

Face the wrath of
Mama Komodo

ENEMIES

Beach Bum (Blue)
SandSquirt (Blue)
Komodo Pup (Blue)
Mama Komodo (Blue)

ITEMS

Ivory Helmet
Bone
Silver Loupe

ELEMENTS

Fireball
Tablet



Chase the first pup into the cave.



The second pup runs in a circle

Trapping Komodo Pups

A large boulder blocks off Lizard Rock. Move it by pressing X. There is a Komodo Pup grazing in the first area, and you must approach it carefully. First, run beneath the outcropping of rock, which will scare the Pup into running through the cave to the north side. There is another boulder beside the cave—use it to block the passage. Run around the outcropping to the north side, and the Pup will run into the cave, where it will be trapped! Before leaving this area, make sure you collect and allocate the Fireball Element to make all your battles at "the rock" a little easier.

The central part of the second area, located west of the first area, is laid out like a racetrack. The Komodo Pup here will lead you in a wide circle. Just keep on its tail—you will eventually catch up to it. Search for a hole in the lower-left corner of this area. Serge will slip through it into the central area, to reach a chest containing a **Bone**. Then run through the top cave to reach the second chest, inside which is an **Ivory Helmet**. Go back through the hole and across the bottom bridge. Search for a steep slope that will let you go under the bridge and fight a last BeachBum for his loot, a **Tablet(x5)**.

The third Pup is probably the trickiest to trap. As you enter the third area, it runs off. You must go up the slanted green tree at the top of the screen, sneak past a BeachBum enemy, and head down to a small cliff. The Komodo Pup will be back grazing in the third area upon your return. Wait until it passes directly under your cliff, then press X to pounce on it! Your timing has to be just right, so it'll take you a couple of tries. Also in this area is a Chest sunken in the water. Push a nearby boulder into the pond to bring the Chest floating to the surface so you can open it.



Jump off the cliff to catch pup #3.

BOSS FIGHT — MAMA KOMODO



HP: 160

Innate: Blue

Attacks: Blue Elements

Tactics: When you have defeated three Komodo Pups in Lizard Rock, the Mama Komodo will suddenly appear. The battle will continue from your last fight with the Komodo Pup, with no time for you to recharge Stamina or to heal. The trick is to use only physical attacks when facing the third bunch of Komodo Pups. Build your Element Power up to max. Hopefully, you have more than one Fireball Element equipped. Use these to do a lot of damage. Follow up by having each character cast an Element that matches their Innate. Not a difficult battle, but not one you can sleep through either.



OPASSA BEACH (HOME WORLD)



Find Leena and give her the Scales



Experience a distortion in time-space



Try to figure out what happened

ENEMIES

None

ITEMS

None

ELEMENTS

None

A Passage Between Worlds

Upon defeating Mama Komodo, meet up with Leena at Opassa Beach as planned. She appreciates her shiny new Scales, and ruminates on what a nice day it is. When Leena asks, tell her that you'll always remember this day. It's pretty handy later! If you don't answer both her questions exactly so, you won't be able to get Leena's Lv.7 Tech Skill later in the game.

In the middle of the conversation, Leena disappears. Serge is knocked out, and so are any other party members. *What happened?*

An Old Man and his pet Komodo discover Serge on the beach. He doesn't recognize Serge, but knows that Leena is babysitting back at the Village. If you recruited Poshul, the happy doggie will rejoin you. To get back to Arni, you must travel through Lizard Rock again—but the rock is a much more dangerous place than before!

LIZARD ROCK (ANOTHER WORLD)



Swim with the OpahFish



Find what few items the rock offers



Fight through to the entrance

ENEMIES

OpahFish (Red)
Komodo Pup (Blue)

ITEMS

Feather
Bone
Ivory Helmet

ELEMENTS

None

Danger at the Rock!

Upon entering Lizard Rock South, Serge can find a sign nearby which warns that Opassa Beach is somehow treacherous! The trick in the first area is to get around the central circle without having too many OpahFish encounters. These are tough Red Element users, so there could be some heavy battles going on! Generally, just run in the same direction they do. Since they move quite a bit faster than Serge, you're likely to get caught once or twice.

While the items scattered around the Rock may be tempting, it is easier to run through for now. Return here later with a bigger party to reap the small rewards. In the southern area, there's a Komodo Pup that will pounce on Serge if you travel too near the cliff.

ARNI VILLAGE (ANOTHER WORLD)



Does anyone recognize Serge?!



Find Leena by the Pier



Leave Arni for Cape Howl.

ENEMIES

None (despite some rude citizens!)

ITEMS

Rainbow Shell—NOT!!!

ELEMENTS

Tablet
MagmaBomb
PhotonRay
TurnRed

Not the Same Old Hometown

No one in Arni recognizes Serge. The merchant in the village now has a **Rainbow Shell** in her cart, but she won't let Serge have it just yet. Although she's stingy, you should buy some of the status-curing items that she sells, now that you have the money. The restaurant has turned into a flower shop. There's still a trunk to open in the back room, but it's hidden behind a curtain. There's a **MagmaBomb** element in Serge's old house behind some boxes stored in his old room. Avoid staying the night in his room, it costs 100 G! A second **PhotonRay** Element has appeared in the pot near Poshul's house. From there, Serge can spot Leena on the Pier.



Not even Leena recognizes Serge. She thinks he's playing some kind of cruel joke. The only boy named Serge who ever lived in Arni drowned ten years ago! She directs Serge to head up to Cape Howl, and that's pretty much where you should go next. (Neither of Leena's conversation options affects the outcome of the game.)

CAPE HOWL (ANOTHER WORLD)



Read the rock overlooking the sea



Join forces with Kid against Karsh



Take a lesson in Elements from unlikely teachers

ENEMIES

BeachBum(Blue)
Solt(Yellow)
Peppor(Yellow)
Karsh(Green)

ITEMS

Bone

ELEMENTS

ElectroJolt

The Writing on the Stone

If you have a dread instinct regarding what Leena said, you're absolutely correct. The stone at the top of Cape Howl, where Serge engraved his everlasting love for Leena in his Home World, is Serge's tombstone in this strange world.

But the young hero barely has a chance to make heads or tails of this before three soldiers accost him. They are the dunces Solt and Peppor, led by the Acacia Dragoon Deva known as Karsh. If Poshul is in your party, they mercilessly kick the little doggie off the cliff. While Poshul will be unavailable, a strange young girl appears. Immediately taking Serge's side, she leaps into the fray.



Serge's mysterious ally.

BOSS FIGHT — KARSH, SOLT AND PEPPOR



HP: 115

Innate: Green, Yellow and Yellow (respectively)

Attacks: Some Red and Yellow Elements

Tactics: After a few physical attacks, the three Dragoons begin a shakin' dialogue concerning their Element supply. Little do the idiots realize that they've shown you how to defeat them! Since none of them have Black Elements, Serge will be fine. The girl, Kid, is equipped with her own shakin' Red Elements, but you should be cautious about using them.

Peppor is equipped with a full stock of Red Elements as well, so he will definitely shake it to you if the Field Effect is turned all Red. Try to eliminate Karsh first. His shakin' attacks are the strongest. At this early stage in the game, Karsh could easily shake one of your characters if the character remains in the battle too long.



Serge's mysterious ally.



Kid is mad.

NOTE

KID

After the Dragoons have fled in disgrace, the young woman who helped Serge introduces herself.

She asks to join the party, and you can say yes or no. If you agree, the scene immediately shifts back to Arni Village, where the party has just spent the night. Kid then gives Serge the **Tele-porter**, which gives you the power to switch out party members anywhere on the World Map or at a Record of Fate. But if you refuse her (three times), she will run away. Don't worry about refusing Kid. There won't be any hard feelings, and she will join later. If you recruit Kid now, Leena will *never* join your party.

TIP

SOLT AND PEPPOR APPEARANCES

Every time Solt and Peppor appear, the fight isn't terribly hard. Their real purpose in the game is to educate you on helpful strategies using Elements. Even though they're lacking in the brains department, pay close attention to the dialogue. Learn from their stupidity, and you'll master Elements.

NOTE



LEENA AND POSHUL

To recruit Leena, refuse Kid's offer to join you three times. The scene automatically shifts back to Arni, where you've just spent the night. Leena enters, and Poshul will be with her if the doggie hasn't already been recruited. When you speak to Leena, both she and Poshul will join—no Heckran Bone required. Leena is a fairly decent magic user, and avoids a good portion of enemy attacks. But she will not join Serge if Kid has joined already. Don't worry about Kid—you'll be able to recruit her again at Termina.

NOTE



MOJO

You can recruit another character in Arni after a good night's sleep. With Kid or Leena in your party, enter the second house from the right side of the village center. Go into the basement and talk to the man praying there. Try to give him back the Shark's Tooth. He becomes quite upset. As you are leaving, the straw idol on the altar comes to life and joins the party! His name is Mojo, and he is extremely agile and entertaining. His innate Black Tech Skill (Voodoo Dance) is an excellent weapon to use against all enemies except Undead.

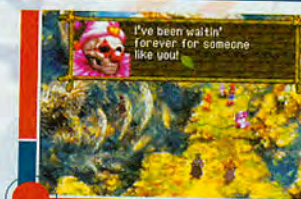
FOSSIL VALLEY (ANOTHER WORLD)



Solt and Peppor are looking for a rematch



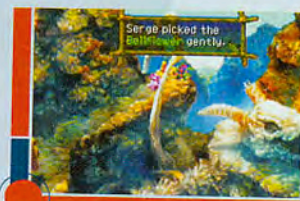
Pretend to be the exorcists



Recruit a lonely Skull



Steal from the bird's nest



Pick a pretty flower

ENEMIES

Solt and Peppor (Yellow)
Dodo (White)
Drongo (Green)
Bubba Dingo (Red)
Mama Dingo (Red)

ITEMS

Heavy Skull
Big Egg
Bellflower

ELEMENTS

None

Once Again, Tweedle Dum and Tweedle Dumber

No matter who is currently in your party, your goal is clear: you must get to Termina. To reach the coastal city, you must maneuver through Fossil Valley. The direct route is to head all the way left from the entrance, where you'll find Solt and Peppor sulking about your recent victory over them. Just beyond them lies the exit from the Valley, but you should explore the area fully before you leave.



Find Solt and Peppor near the exit.

BOSS FIGHT — SOLT AND PEPPOR



HP: 52 (Solt), 60 (Peppor)

Innate: Yellow (both)

Attacks: Red and Yellow Elements

Tactics: Once again, the dunce duo bungles the use of Elements. Solt casts TurnBlack on Serge, but they don't have the White Attack Elements needed to take advantage of the assault! Peppor is still shakin' it with Red Elements, and will even show off some Tech Skills this time. If Leena is in your party, cast TurnRed so that one of them will be more shaken by her attacks and Element usage. Try to eliminate Peppor first for an easier battle. This fight will grant your party a third star and your first Tech Skills for all characters.



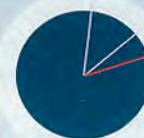
The Haunting

To investigate the upper area (and the bizarre oversized bird hopping around), go to the guard at the bottom of the ladder. Lie and say that you *are* the exorcists they've been waiting for. Go up and speak to all the Dragoons about the ghostly noise. Move toward the large dragon fossil, and a clownish **Heavy Skull** will come bouncing out to meet the party. Don't get creeped out. If you take him along with you, you will be able to find all the parts of the skeleton eventually. Then you can reassemble this character's body in Termina, where he will join your party.



Approach the fossil to meet the Heavy Skull.

At the bottom of the area is a ladder down to the large bird's nest, where you can snatch a **Big Egg** and escape before the mother retaliates. Climb back up, curve left, and head all the way to the top of the area. The big discolored **Bellflower** sticks out like a sore thumb, just begging to be picked. Both of these items are extremely helpful for recruiting new party members later.



TIP

SOLT AND PEPPOR'S ELEMENT TIP OF THE DAY

Pay close attention during the fight with Solt and Peppor. They will teach you the importance of using "Turn" Elements. For example, when you use TurnRed on a foe, they become more susceptible to Blue Element attacks. This strategy is crucial to your next several Boss fights.

TERMINA (ANOTHER WORLD)



Interact with the citizens of Termina



Speak to the statue polisher about Viper Manor



Witness Korcha's antics



Observe a moment of silence at the shrines



Choose a guide to Viper Manor

ENEMIES

None

ITEMS

Tea for Three Frame
Tele-porter (if not previous)
Profiteer Purse
Hero's Medal

ELEMENTS

None

The Port Town

Immediately upon entering the bustling city of Termina, an Acacia Dragoon named Glenn will be conversing with the florist near the town entrance. He is looking for Bellflower, and the florist is out of stock. Make note of this and move on.

The Termina Inn is across from the florist. You can stay the night and replenish your party for 100G. Staying at Inns is important much later in the game, since your group will not function at full efficiency unless their Star Level is maxed out. There is a Record of Fate at the Inn, and you should speak to all the people in the rooms for clues. You'll also bump into Kid for a couple of minutes, before she takes off on her own.

The Termina bar and Lisa's Element shop sit on the mid-level of town. At Lisa's you should buy enough so that you have 3-4 of each kind of Element, if funds allow. An elderly person is examining another poster of Nikki outside the Bar. If you continue past the elderly person, you will find Nikki's huge oceanliner docked in the Termina bay. If you head out past Lisa's, you will enter the marketplace area.

The top level of Termina features a dedicated Lord Viper fan, polishing the elder Dragoon's statue.

Speak to the statue polisher—it is required to advance the plot of the game. After speaking with him, Kid approaches you again and requests to join. If you never let her join, she will still follow your group around and make comments. Kid explains that you must get to Viper Manor. Whether or not you agree to let her join your group, Kid gives you the **Tele-porter**. This item enables you to switch party members anywhere on the World Map or at a Record of Fate.



A hidden person gives you a frame.

Your goal becomes to find someone to guide you into Viper Manor. You cannot get inside on your own. Refer to the character recruitment notes that follow to determine the best guide. But you cannot recruit any of the guides until you speak with the statue polisher at length! There is a character standing in the shadows near the statue. Speak with the person to receive the **Tea for Three Frame**.

Inside the top house to the right, the Heavy Skull will recognize his old homestead and family, but says nothing for the moment. If you find all his body parts and bring them back to this house, the skeleton will be reassembled and join your party as a character named Skelly.

From the midlevel, you can go left to the Termina docks, or go right into the marketplace.

Speak to the sketch artist and the man who's opening a churro stand. Immediately past there, a man has a mermaid on display. A punk named Korchia will disrupt the presentation, then escapes by boat. Looks like he might be a possible ride to Viper Manor.

Above the marketplace, past the churro vendor, you'll find Zappa's Smithy. This is the official outfitter post of the Acacia Dragoons. They forge some serious weaponry here, but you probably don't have any iron just yet. Keep this shop in mind however, and return when you do have the necessary items. Whatever you do, *don't* bother the blacksmith! Zappa is a dedicated and hard worker, and you'll really tick him off. We don't want to start any marital squabbles, do we?

In the backroom of Zappa's is a boastful young rake named Pierre. This is another character that will guide you into Viper Manor. You just have to find his Hero's Medal, and endure his awful faux accent.

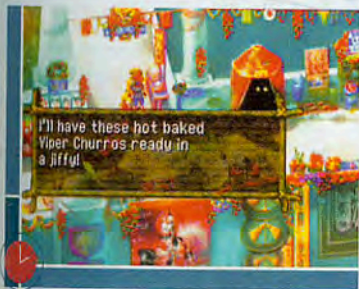
If you continue from the marketplace all the way to the right and down the long stairs, you'll reach the Shrines. In the center of this area, you'll witness a scene with Glenn and Riddel at a grave marked by an impressive sword. They want the Bellflower you have, and will pay any price up to 70 G without problems.



Give or sell the Bellflower to Glenn and Riddel.

The hut in the Shrines belongs to a man named Greco, who is currently absent. You can return and recruit him later. Under the hut, the path leads to a small shore where Korchia has docked his boat. He agrees to take you to Viper Manor if you find a guide. This is where the game will follow one of three branches, explained momentarily.

On your way back through the marketplace from either the Smithy or the shrines, stop by the churro vendor to see how things are going. He hasn't sold a single one, so tell him to lower his price. And be reasonable! The next time you check in with him, he will be happier with his sales and give your party free churros any time you wish, which will completely restore your party every time.

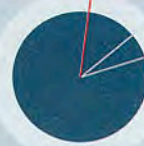


Make the churro vendor lower the price.



Guile in the bar.

WARNING



BRANCHING POINT: GUIDES TO VIPER MANOR

You need to choose a character to be your guide to Viper Manor—either Guile, Nikki, or Pierre. You cannot recruit anyone until you have spoken at length to the statue polisher at the top of Termina. After guiding you to the Manor, the character you choose will remain available to fight and aid you throughout the game. The other two characters will never be available again. Choose wisely! Guile is awesome with magical attacks, Nikki has amazing rock n' roll inspired Tech Skills, and Pierre is good at—well, at healing *himself*!

NOTE

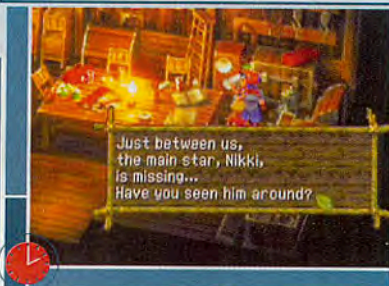
GUILE

To go to Viper Manor with Guile, meet him in the Bar and agree to let him join. Then talk to Korcha docked by the Shrines. Guile will convince Korcha to ferry you to Viper Manor Bluffs. If you choose this route, please turn to the **Viper Manor Bluffs (Another World)** section.

NOTE

NIKKI

To have the rock singer Nikki take your party to Viper Manor, go left from the entrance of town to the oceanliner docked at the port. In the dressing room, speak to the man off to the right. The dancer Miki will enter, and begs you to go looking for Nikki in the Shadow Forest. Agree, then leave Termina and travel across the World Map east to the area. Nikki will be found within. Flip to the **Shadow Forest (Another World)** section for further details.



The manager in the dressing room.

NOTE

PIERRE

The most direct route to Viper Manor is followed when you recruit the foppish Pierre. You can find this rake in Zippa and Zappa's back room, where he is a few months overdue on the rent. He wants to go to the Manor, but can't without his Hero's Medal. To find his Medal, simply continue into the backyard of the Smithy and talk to the boy running in circles. He will return Pierre's Hero Medal freely. If you go back inside and give Pierre his Medal, he will join the party. Leave Termina and head across the World Map to the Viper Manor Gates. If you choose this route, please turn to the **Viper Manor Gates (Another World)** section.

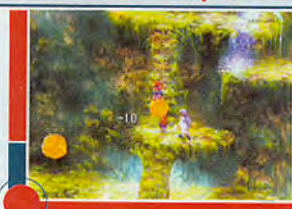


The boy returns the Hero Medal.

VIPER MANOR BLUFFS (ANOTHER WORLD)



Climb the dangerous sea cliffs



Avoid falling boulders



Navigate to chests off path



Tangle with Acacia Privates



Defeat the bird king

ENEMIES

Gobledygook(Red)
Loch Nest(Green)
Acacia PVT(Yellow)
BlueMoaman(Blue)
RedMoaman(Red)
KingMoaman(Black)

ITEMS

None

ELEMENTS

Tablet (x5)
Meteorite
PhotonRay
Heal
FreeFall (trap)

This event description occurs as detailed in this section when you have recruited Guile to be your guide to Viper Manor. If you have recruited Pierre, turn to **Viper Manor Gates (Another World)**. If you have met Miki on board the boat docked at Termina, turn to **Shadow Forest (Another World)**.

Whichever area you visit with your guide, you may explore the remaining two areas after exploring Viper Manor.

Falling Boulders

Korcha drops off the party at the base of Viper Manor Bluffs. He will not join your group, but he will row you back to Termina if you so desire.

The party must do quite a bit of rock climbing to reach the top. Follow the Viper Manor Bluffs maps in the "Maps" section very closely to determine how to reach all the treasure chests.

As you start climbing, the Acacia PVT at the top notices your group. He begins throwing boulders from the top. If any of these boulders strikes your party, each character takes 10 points of damage. This should force you to be cautious when climbing high strips of rock. When you see a boulder coming, stop climbing up and move your group from side to side to avoid the rock. Your party is only affected if the lead character gets struck.

Geyser Hazard

Another tribulation your party faces are the geysers that shoot out of the rocks along several of the climbable strips. To avoid being knocked back down, stop just beneath a geyser hole and notice the timing at which it shoots out. The best strategy is to start climbing past the geyser just as the previous burst is dying down. Geysers only knock your party down if the waters strike the lead character.

Being knocked down by some geysers is essential to reach treasure chests on some remote ledges. If you can't figure out how to climb up or down to a chest, then use the geyser above to get knocked down onto the ledge. Most of these situations are marked on the maps.



BOSS FIGHT — ACACIA PVTS



HP: 70 (each)

Innate: Yellow

Attacks: Physical Only

Tactics: When you reach the top, you must deal with two sets of Bosses. First up is a cadre of Acacia PVTs. They're no problem—just use a lot of Tech Skills and cast green attack Elements. Afterward, make sure you heal your party completely. A large bird creature appears and kills off the guards!



BOSS FIGHT — KINGMOAMAN



HP: 245

Innate: Black

Attacks: FlameSword, IceSword, GravityBlow

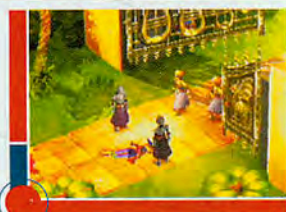
Tactics: KingMoaman and his two sidekicks settle at the top of the rise, waiting for you to approach. The sidekicks cast Strengthen and Nimble on their king, to make him harder to kill. Go after KingMoaman first, since his consecutive use of GravityBlow will devastate your party.



VIPER MANOR GATES (ANOTHER WORLD)



Watch Pierre clown around



Take on one or two groups



Match blows with Ketchoooooooop

This event description occurs as detailed in this section when you have recruited Pierre to be your guide to Viper Manor. If you have recruited Guile, turn to **Viper Manor Bluffs (Another World)**. If you have met Miki on board the boat docked at Termina, turn to **Shadow Forest (Another World)**.

Whichever area you visit with your guide, you may explore the remaining two areas after exploring Viper Manor.

Entrance Antics

Stern Acacia Guards have orders not to let anyone into the manor. This includes Pierre. After he fails to gain access, you have a decision to make. If you charge the guards, you will only have to deal with one group. If you let Pierre come up with another plan, he feigns illness and generally embarrasses himself and your characters. The guards will not take this lightly however, and will call in a second group of commanders. Therefore, if you charge the gates, you have only one group of Acacia PVTs to fight. If you let Pierre act foolishly, there will be a second group of Acacia SGTs. Either way, you only get one Star for defeating all the guards, so you determine how tough you want it to be. Allocate a lot of Green Elements to be more successful.

ENEMIES

Acacia PVT (Yellow)
Acacia SGT (Yellow)
Solt (Yellow)
Peppor (Yellow)
Ketchop (Yellow)



ITEMS

None

ELEMENTS

TurnYellow



Pierre makes quite a show at the gates.

BOSS FIGHT — ACACIA GUARDS



HP: 210

Innate: Yellow

Attacks:
Physical Only

Tactics: Hit 'em high and hit 'em low. Mostly you can count on physical attacks. The SGTs will of course be slightly stronger and more damaging than the PVTs. Heal up fully after the battle. Just up the hill, Solt and Peppor are back with a big friend.



BOSS FIGHT — SOLT, PEPPOR, AND... KETCHOP?



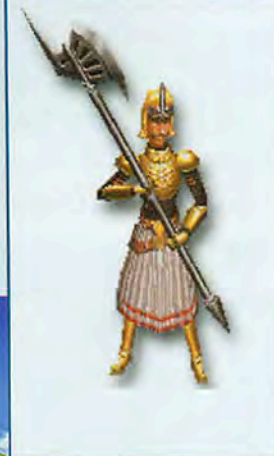
HP: 80 (Solt), 90 (Peppor), 260 (Ketchop)

Innate: Yellow (all)

Spoils: Red and Yellow Elements

Tactics: At the battle's start, Ketchop annihilates one of your characters. Don't worry, stupid Solt revives the character immediately. Fire all multiple-enemy Tech Skills and Elements right at the beginning. Thereafter, use the majority of your accumulated Element Power to heal your characters. Concentrate all your Tech Skills on the big guy. At a late point in the battle, Ketchop will use Solt and Peppor like two baseball bats to assault your party. The bonus is that he knocks the two fools out of the fight!

When the enemies run away, don't miss the **TurnYellow Element** in the chest behind the gate!



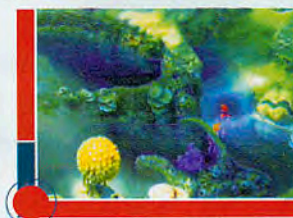
SHADOW FOREST (ANOTHER WORLD)



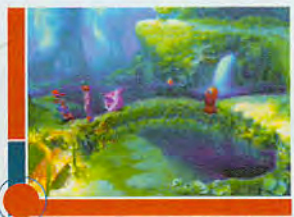
Find Nikki wandering



Save Nikki from Cassowaries



Follow Nikki under the waterfall



Use the Aroma Pouch to lure monsters



Feed a monster to the Quaffid



Fight another Dragoon Deva



Plug the bug's hole



Reach the well's bottom

ENEMIES

Bulb (Yellow)
 Cassowary (Yellow)
 Quaffid (Green)
 Solt (Yellow)
 Peppor (Yellow)
 Zoah (Yellow)
 Gloop (Blue)
 Gerridae (Blue)

ITEMS

Aroma Pouch
 Angry Scapula
 Skullduggery Frame

ELEMENTS

AeroSaucer
 Uplift
 Heal
 MagmaBomb

This event description occurs as detailed in this section if you met Miki on board the boat docked at Termina, then followed her to the Shadow Forest. If you have recruited Pierre, turn to **Viper Manor Gates (Another World)**. If you have recruited Guile, turn to **Viper Manor Bluffs (Another World)**.

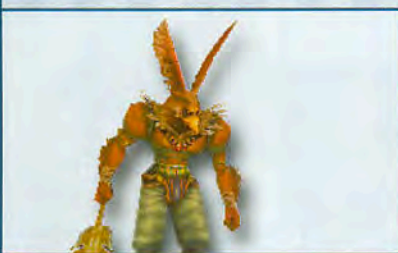
Whichever area you visit with your guide, you may explore the remaining two areas after exploring Viper Manor.

The Wandering Bard

Until you meet Miki in Termina and agree to help her find Nikki in the Shadow Forest, Acacia Dragoon Deva Zoah and two guards prevent you from entering this area. He looks pretty fearsome, eh? But don't believe that Zoah is gone for good, just because Miki distracted the guards with her, um... *charms*.

Proceed into the forest until you spot Nikki on the other side of a shallow pond, singing to a green monster. Follow him as he runs off. In the next area, you'll see that Nikki is surrounded by rabbit-men called Cassowaries. Run up and bump into the Cassowary to save Nikki.

BOSS FIGHT — CASSOWARIES



HP: 500

Innate: Yellow

Attacks:
 Physical Only

Tactics: The Cassowaries present no serious threat. Allocate a lot of green attack Elements beforehand, and you'll be fine.

However, Nikki remains in his trance and goes under a waterfall. Follow him and your group will notice a big monster blocking the path further into the forest.



Moving the Monster

Follow Nikki under the waterfall, where he'll tell you how to move the Quaffid blocking the path, and he joins your party.

Your group leaves the cave simply to avoid hearing Nikki sing. You must go back under the waterfall after you've named Nikki and placed him in your group (or not). Check the chest to find an **Aroma Pouch**. Also, read the note yourself, and the **Angry Scapula** will drop out.

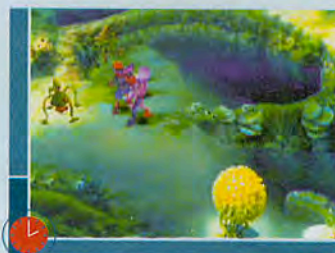
To move the monster blocking the path, you must have the Aroma Pouch. Go to any of the round plants in the area and press X. A small pollen bit of a certain color will emerge from the plant, and it will follow the group. The plant near the waterfall emits blue pollen, the plant near the monster emits green, and the plant near the entrance emits red. The colored pollen will attract the same-colored monster. If the monster eats the pollen, it won't continue to follow you. If you get too far ahead of the monster, it will lose interest and wander off. The blue monster is in the cave under the waterfall, the green is across the pond in the previous area, and the red monster is near the beginning of the Shadow Forest. Whichever monster you attract, have them follow you to the monster blocking the path. The big monster will eat the colored monster, and then it will move.

In the area beyond the Quaffid Zoah, Solt, and Peppor will drop out of the tall tree and attack.

TIP

MONSTER BAITING SECRET

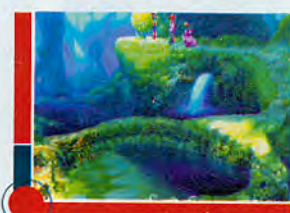
If you attract the blue or green monsters to the Quaffid (the monster blocking the path), then you'll have to fight it. But if you attract the red monster to the Quaffid, it will shrink! The Quaffid becomes fearful and attempts to placate your party with the **Skulduggery Frame**. Since you don't get a Star for fighting this thing, attract the red monster!



Quaffid shrinks.



Find the Aroma Pouch.



Get colored pollen from the round plants.



Find the same-colored monster.



Lead the little monster to the Quaffid.

BOSS FIGHT — ZOAH, SOLT, AND PEPPOR



HP: 200 (Zoah), 80 (Solt), 90 (Peppor)

Innate: Yellow (all)

Attacks: DragonRider, Green and Yellow status Elements

Tactics: This time the two dim fellows try to use a Summon Element. Of course, they fail miserably, much to Zoah's frustration. But you should pay attention to their dialogue to get the gist of using Summon Elements for when the time comes. Concentrate your entire party on eliminating Zoah first, and use Green Elements efficiently.



The Great Tree

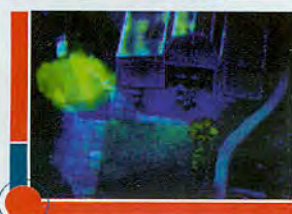
If you can defeat the Dragoon Deva, continue into the cave in the giant tree. Follow the wall along the left of the screen to avoid more fights. In the second area, Gerridae continuously issue from a hole in the left cave wall. To get upstream, you must defeat the Wraith and move the boulder to block the hole.

Be careful near the exit. Walk along the right wall into the cave, to avoid having a Gloop drop on your party. On the other hand, fighting Gloops isn't so bad, because they randomly drop CurePlus Elements.



Cover the bug hole with the boulder.

VIPER MANOR (ANOTHER WORLD)



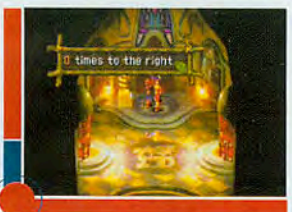
Avoid detection in the courtyard



Feed the dragons for the Manor Key



Fight the front gate guards



Enter any code to the viper statue



Forcibly take the guard's uniforms



Find the correct code



Fall into yet another trap!



Test Luccia's experiment



Speak with Zoah and Karsh



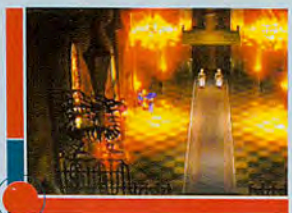
Use the right code this time!



Visit the library



Spank a bratty child



Lower the throne



Challenge evil personified

ENEMIES

Acacia PVT (Yellow)
Acacia SGT (Yellow)
Roborg (Yellow)
WillO'Wisp (Red)
Gobledygook (Red)
Portalgheist (Yellow)
Neo-N-Bulb (Green)
Man-O-War (Black)
Marcy (Blue)
Lynx (Black)

ITEMS

Knee Pad
Bronze Helmet
Bronze Mail (x2)
Iron Vest
Manor Key
Dragoon's Honor
Hero's Shield
Bronze Sword
Silver Pendant
Bronze Helmet
Daemon Charm
Décor Shield
Dragoon Gauntlet

ELEMENTS

TurnBlue
Ointment (x5)
RecoverAll
Revive
TurnGreen
TurnBlack
TurnRed
TurnWhite

Infiltrating the Manor

Whichever path you have taken, your guide suggests that you stop and wait until nightfall. Under cover of darkness, sneak around the edges of the area to avoid detection. The front doors are locked, so you need the key. Go to the stables at the rear of the manor. Avoid stepping into the spotlight or you'll instantly be attacked.

Dragon Feeding

In the stables, tell the keeper that you're his new hired hands. Feed the dragons ten times and he'll let you get the **Manor Key** out of the cupboard in the upper-right corner of the stables. You'll also receive a bonus item from the keeper, based on how many times you feed the dragons. With some practice you should be able to feed the dragons maybe 40 times. Feeding them 100 times is nearly impossible, but there's a trick to accomplishing it in a New Game+ that is described in the "New Game+" section.

Inside Viper Manor

Next to the double doors inside the foyer is a large snake statue. You have to enter a two-digit code to unlock the doors. Problem is, the code you select, no matter what, is wrong.

DRAGON FEEDING PRIZES

# OF TIMES	PRIZE
10	Knee Pad
20	Bronze Helmet
30	Bronze Mail
40	RecoverAll
100	Iron Vest



Trying a code.

A trap door drops the group into the holding cell below, where some Dragoons get to have a little fun with you. Whether or not Kid is in your group, she'll challenge the guards to a fight. Once you've defeated them, the group suits up in their uniforms.

Below the holding cell is the actual prison. You can't go in without permission, but you should talk to the guard under the stairs. He's currently hiding the key to the parlor here. You'll just have to return for it later. The chest nearby is actually Boxer Boys. Boxer Boys are treasure chest shaped enemies that force you to choose between the two of them. Choose by attacking one of them. If you choose correctly, you'll get a prize with no hassle. Make the wrong choice, and you'll have to fight them.



A soldier is hiding a key.



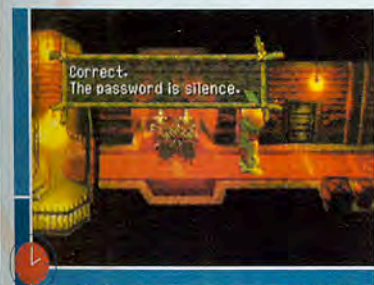
Check the wall for the front door code.

Finding the Front Door Code

Left of the holding cell is the kitchen and the soldier's sleeping quarters. The first door goes into the kitchen, where you'll overhear a private reminding Glenn of the code to open the front doors. Speak with Glenn and then follow him into the next room, where he inscribes the code on the rear wall. Read the code off the wall and commit it to memory so you can open the double doors upstairs.

Returning to the Foyer

On the floor above the kitchen you'll see two rooms. One is locked, and the other has a harlequin sleeping on a sofa. In the corridor, a giant Roborg prevents you from returning to the foyer. You can either fight it, if your party is really strong, or you can get around it by going the long way around.



The password is silence!

To avoid fighting the Roborgs that block the hallways, return to the basement and head right from the holding cell. Another Roborg blocks the hall, and two guards protect the only door available. Approach the guards and they will ask you for the password. Don't do anything! The password, believe it or not, is complete silence.

Inside the room you'll find a plethora of treasures along the back wall. But sorry Kid, there's no Frozen Flame. One of the items is Pierre's **Hero Shield**, which will greatly improve his statistics if he's in your party. After collect-

ing the goods, examine the **Silver Pendant** on the wall. Whichever way you choose to grab it, it is in fact a trap.

You'll be caged in the next room, the laboratory of the Dragoon scientist, Luccia. She lets your group out of the trap, but only to unleash her latest experiment upon you!



TIP

MOVING AROUND THE MANOR

Move along the hallway walls; stay off the carpet.

As soon as you step into the center of the corridor you'll be attacked. You will also note sinister eyes on the doors. If you try to open the door while the eye is open, you'll have to fight a rather nasty monster called a Portalgeist. The trick is to stand at the door until the eye blinks, then open the door in the instant that the eye is shut.

BOSS FIGHT — NEO-N-BULBS

**HP:** 160**Innate:** Green**Attacks:**

Various Green Elements

Tactics: These are a little tougher than the Bulbs you might have encountered in the Shadow Forest. They cast Bushwhacker like crazy, so have plenty of Cure and Yellow Elements allocated and ready. Green Elements still hurt them, just not very much.



Unlock Pip's cage in the corner.

Traps & Tricks

Luccia will feign disinterest in your group once you've killed her experimental creatures. Go to the cage that's in the corner, where a cute little fellow named Pip is imprisoned. Release the lock on the cage, and you'll be able to recruit him later. As you are leaving, Luccia offers to help out some other time. This is further proof that you'll be able to return to the manor anytime that you wish later in the game.

The room next to Luccia's lab is riddled with traps, so be careful. First, take the Décor Shield off the wall and place it on the one statue that's missing a shield. Tough Man-O-Wars will appear, so you may want to wait until later in the game to solve the puzzles in this room.

Once you've defeated the Man-O-Wars, push the viper statue into the niche. A wall panel opens up, but the treasure chest inside is booby-trapped. You'll take 10 HP damage to your entire group by trying to get to the treasure chest. Consult the Dragoon on the other side of the room, and you'll get a clue that you have to come back later.

On the floor above Luccia's lab you'll find Zoah resting in the first room. He will answer several of your questions, but you'll never get into the treasure chest here. In the next room, you have better luck with Karsh. Not only will he answer more questions, but also he'll give you the **Dragoon Gauntlet** in the treasure chest. Just go to the chest and try to open it 20 times. On the 20th try, Karsh finally gets fed up and gives it to you!



Find the Prophet in the library.

The Throne Room

You can return to the foyer and use the two-digit code at the viper statue to open the doors. Go upstairs to the throne room. Another Roborg blocks the door to the right, but this one's defective and you can't fight it to get past. Go through the left door instead.

Across the long bridge you'll find the library. Go up the ladder and you'll encounter Marcy. This little girl, believe it or not, is the third Dragoon Deva. You'll have a long conversation with her and the Prophet of Time, during which she's just itching to kill you! Finally, the Prophet has no more to say, and Marcy gets to have her way with you.

BOSS FIGHT — MARCY

**HP:** 525**Innate:** Blue**Attacks:** Cat's Cradle, Ice Blast

Tactics: Marcy is perhaps the first Boss that actually has the power to annihilate your party. To be prepared for this demonic child, allocate "Turn" Elements to your characters, in the manner that suits the next-closest party member. For example, have Serge cast a TurnBlue Element, so that Kid can cast a red attack Element of some sort with greater power. Make Kid cast a TurnRed Element, so that if Pierre is next, he can cast a blue Element with devastating force. You'll definitely need to use Turn Elements in this battle to make things go quicker. If this fight is prolonged, Marcy starts casting IceBlast over and over, freezing and killing your party members one by one.



Soldiers of Evil

After the fight, Marcy runs off and the Prophet tells you how to lower a platform in the throne room. Before leaving the library, run back up to the balcony and lower the ladder with the switch you saw Marcy use. Climb up and open the trunk for a **TurnWhite Element**.

Back in the throne room, the harlequin Harle appears. She flirts with Serge and aggravates Kid. Check behind the second pillar on the left for a switch that lowers the throne platform. The guards won't be happy you did this, and will attack. Afterward, get on the platform and check the throne to find a switch on the armrest. This raises the platform, and you can go up to the top level.

A word to the wise; save your game at the Record of Fate here! Another Boss fight is coming up that's even worse than Marcy was, if you can believe it.

Inside the one door that's not locked, Kid finds the **Dragon Tear**. General Viper and Lynx, Kid's archrival, emerge from a secret room. The cat man confronts the party in what is definitely one of the tougher battles in the game.



The throne room switch is behind this pillar.

BOSS FIGHT — LYNX



HP: 1000

Innate: Black

Attacks: Imbecile, AntiWhite, HellSoul, HellBound

Tactics: Make sure that every character has white Elements to use—don't let Serge hog them all.

Lynx starts off by casting Imbecile and Genius, to reduce your party's effectiveness at using Elements. Use the first round to build all your characters' Element Power to max (probably level 4, by now). On the second round, as Lynx begins using HellSoul and physical attacks, try to use the Turn Element strategy as described previously in the Marcy Boss fight.

Use of White Elements causes Lynx to retaliate with AntiWhite, sealing that character's white Element usage. This is why it's a good reason to allocate white Elements to all your characters.

Late in the fight, Lynx starts casting HellBound on characters. This is a deathblow that stands a strong chance, based on the Field Effect, of killing your party members one by one. Serge's physical attacks are tempered with his innate white, therefore making his physical attacks against Lynx that much stronger.

Whatever you do, don't let Lynx turn the Field Effect all black. That's when his HellBound Element will be most effective. Continue casting Elements of all different colors against him, no matter how ineffective.



GULDOVE (ANOTHER WORLD)

ENEMIES

None

ITEMS

Astral Amulet (or Not)
 Green Tinkler
 Pelvic Bone
 Tropical Paradise Frame
 Feathery Dress

ELEMENTS

None



Decide whether to save Kid



Visit the Shrine Maiden



Find the Dwarf in the bar

WARNING

BRANCHING POINT:
KID'S POISONING

You have a major decision to make here, one that will affect the rest of your game! If you choose to seek out the Hydra Humour to save Kid, your game will take one course and you'll be able to recruit the "A" set of characters. If you choose to move on with the adventure instead, you'll be able to recruit the "B" set of characters. Either way you choose to go, Kid will be all right.



Macha provides transport, if needed

Kid in Danger

The group fails to escape Viper Manor safely. During the chaos, Lynx manages to nick Kid with a poisoned dagger. The only thing that will save her is a Hydra Humour, taken fresh from a Hydra's carcass.

Saving Kid: Korchia is happy to help. First, take the **Astral Amulet** that Kid gave you to the Shrine Maiden, Direa. She's located in the tent on the far side of Gulдове, on the upper level. Show her the Astral Amulet, and she'll give you a clue about its usage. When you're ready to continue, Korchia will be waiting by his boat, docked at the pier. You'll return to Termina, go from there to Opassa Beach, cross worlds, and visit the Hydra Marshes (Home World).

Moving On: Korchia gets mad and takes back the **Astral Amulet**, which Kid tried to give Serge. Don't worry—you can come back for it later. As Korchia runs off, follow him up to his room in the residential tower above Doc's hut. The hyper ferryman refuses to help you any further, but his mother will. She entrusts the **Tropical Paradise Frame** to you. Macha is waiting by the pier to take you back to Termina. Talk to her when you're ready to continue. You'll return to Termina, recruit Glenn, and then you can use Macha's boat to reach the S.S. Invincible. Skip to the **Hermit's Hideaway (Another World)** section to continue your adventure.

The Journey, Once More

Before leaving Gulдове, you should upgrade your weapons with the amateur smith close to Doc's hut. Speak to the Element Trader outside Doc's hut, too. Whether you trade Elements or not at this point, she'll give you Skelly's **Pelvic Bone**. Head all the way to the left, to Orlha's bar. On the first trip, you should witness a scene between Orlha and Doc. After visiting the Shrine Maiden, with or without the Astral Amulet, a dwarf appears in the bar. Talk to it twice to receive the **Green Tinkler**. Don't go to the Hydra Marshes without this item! Also, find the hidden room behind Korchia's to find a **Feathery Dress**.

NOTE

CHARACTER
RECRUITMENT AFTER
GULDOVE

The path you choose in Gulдове affects your recruitment of many characters in the near future. Use the following table to decide your course of action. If the characters in one column are recruited, the characters in the other column won't be available for the rest of the game!

AVAILABLE CHARACTERS PER PATH

SAVE KID (A SET)	DON'T SAVE KID (B SET)
Korchia	Macha
Razzly	Glenn
Mel	Doc



Talk to the smith and the trader.

TERMINA AFTER VIPER MANOR (ANOTHER WORLD)



Recruit your boat captain



Speak to Glenn near the entrance



Find Greco near the shrines

Recruitment in Termina

Upon docking at Termina's pier, Korcha or Macha must bribe the supervisor. If Korcha is there, you can speak to him again afterward to recruit him. If Macha is your boat captain, you'll have to venture to the entrance of Termina, where you'll witness an exchange with Glenn, and then return to where the boat is docked. You should be able to recruit both Glenn and Macha at this point. There is another character you can recruit in Termina, too.

TIP

GUILE'S PRIZE

If Guile was your guide to Termina, remember to return to the fortune-teller in Termina with him in your party. The fortune-teller will hand Guile a shiny new Brass Rod!



Guile receives the Brass Rod.



Inside Greco's hut.

ENEMIES

None

ITEMS

Brass Rod (w/Guile)

ELEMENTS

None

NOTE



GRECO

The psychic wrestler was out of town if you visited his hut in the shrines area previously. He was the exorcist that was expected at Fossil Valley. After Viper Manor, return to the shrines area where you'll witness Greco performing a sad funeral service. Follow him into his hut and speak to him. Greco is a fighter of awesome strength, and his Tech Skills resemble entertaining wrestling moves.

RETURN TO VIPER MANOR (ANOTHER)



Search the manor for accessories



Find Luccia on the balcony



Recruit her in her lab

Empty Manor

Several times during the events at Viper Manor, you should have noticed items or areas that were off-limits or unavailable. By returning to Viper Manor now, you can find a few items and recruit a few characters. You can visit Riddel in her room upstairs, but she doesn't have much to offer besides thanks. There's a secret door in the library behind the Prophet of Time's desk. This leads to a furnace area, where a rather strange craft appears! Talk to the Beach Bum nearby to receive the **Porre Furnace Frame**. As a bonus, you also get the opportunity to change Serge's name to one more to your liking.



The library's secret room.

In the basement near the prison, look in the bucket near where the guard was standing previously. You'll find he's tried to hide the **Parlor Key** here. Use this to unlock the parlor on the first floor, where you'll find a **Daemon Charm** in a chest.

ENEMIES

Roborg (Yellow)

ITEMS

Silver Earring
Parlor Key
Daemon Charm
Sight Scope
Porre's Furnace Frame

ELEMENTS

None

NOTE



LUCCIA

The Dagoon's weirdo scientist is ready to leave the manor now. To recruit her, find her on the balcony at the top of the manor. She mentions an important clue about recruiting another character, so pay attention. After speaking to her up there, follow her down to her lab in the basement. She will join your party. Place her in your group, then search the desk where she was standing. You will find a **Silver Earring**.

HYDRA MARSHES (ANOTHER WORLD)



Get the Safety Gear



Find the Life Sparkle

Recruit NeoFio at
Viper Manor

NOTE

NEOFIO

After finding the Life Sparkle in the Hydra Marshes, return to Viper Manor yet again and move up to the balcony. At the pool where Luccia was studying a certain plant, use the Life Sparkle, and NeoFio is born. This new life form will join your quest.

**The Contaminated Swampland**

Following the extinction of Hydras in Another World, the Hydra Marshes have gone sour. While navigating the marshes, the screen wavers while your group moves through the greenish muck. Your entire party's HP gets depleted the longer you stay in the swamp. To prevent this, exit left in the first area and move across the fungal stalks to the left. Continue upward until you find some surveyors in a large clearing. Talk to the man dressed in purple to receive the **Safety Gear**. This will prevent your party's HP from dropping while you're in the Marshes.

**Tinkle Your Way to the Life Sparkle**

If you received the Green Tinkler from the dwarf in Guldove, you can fully navigate the Hydra Marshes in Another World. If not, the bending plants will whip your lead character and cause them damage, should you approach them. With the Green Tinkler, the plants will bend and allow you to pass. Use the **Maps** section to find all the items in the marshes. At the very back is a sunken chest containing the **Life Sparkle**. Luccia mentioned the importance of this item if you spoke to her at Viper Manor.

ENEMIES

Wraith(Black)
SnibGoblin(Green)
SnobGoblin(Green)
Potpourri(Green)
Centaurpede(Yellow)

ITEMS

Safety Gear
Seed, Carapace
Copper(x2)
Good Backbone
Life Sparkle

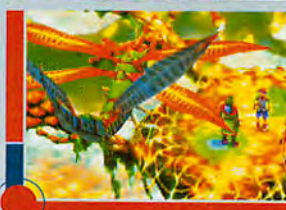
ELEMENTS

ElectroJolt
Tablet(x10)
Bushwhacker
BatEye

HYDRA MARSHES (HOME WORLD)



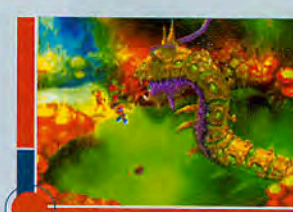
Tangle with the Beebas



Call the Wingapede

Save Razzly from the
Pentapus

Toss the Dwarves



Vivisect the Hydra

ENEMIES

Swamp Bug(Blue)
SnobGoblin(Green)
SnibGoblin(Green)
Potpourri(Green)
Beeba(Blue)
Wingapede(Green)
Pentapus(Blue)
Dwarf(Yellow)
DaggyDwarf(Yellow)
DaffyDwarf(Yellow)
Hydra(Yellow)

ITEMS

Feather, Bone, Beeba Flute

ELEMENTS

Cure, AeroSaucer, Antidote(x5),
Medicine(x5), Ointment(x5),
Brace(x5), Bushbasher, RecoverAll

A Natural Preserve

The events in this section occur when the decision has been made to find the Hydra Humour to save Kid. If the player decides not to save Kid themselves, then the Hi-Ho Dwarves and Hydra Bosses will no longer be available.

The Hydra Marshes in Serge's Home World are an area lush with green life, and the monsters aren't as difficult in most cases as those encountered in Another World's Marsh. Serge cannot enter this area until he has a full party. At this point in the game, the man blocking the path will step aside once he spies Serge's strange new friends.

The Safety Gear item is not necessary to navigate the marsh, since the area is not poisonous as it is in Another World. Also, the green plants that block several paths bend without need of the Green Tinkler.

The Beeba Brothers

Heading left off the first screen takes you up some overgrown fungal stalks. Near a Record of Fate, a strange creature called a Beeba comes out and challenges the group. During battle, Beeba A must be hit fast and hard, or the fight gets much more difficult. Beeba A will summon another Beeba every one or two combat rounds, for up to five Beebas. Continue to attack Beeba A even after it has summoned others.



Beeba apologizes with the Beeba Flute.

When you win the battle, the Beeba apologizes and gives you the **Beeba Flute**. This is an essential item for later in the game, but for now it just allows you access to two more Boss fights straight ahead. Make sure your party is prepared!

Continue across the tree stalks. Another Beeba lets you have the **Bushbasher Element** in the chest behind it if you answer that you are "strong." This battle is the same as the last, with Beeba A calling up to four more Beebas to help it.

In the large clearing space, blowing the Beeba Flute will bring forth the Wingapede monster, glimpsed previously flying overhead. This is an essential fight for the purposes of recruiting a character, who is detailed further down.



Blowing the Beeba Flute calls the Wingapede.

BOSS FIGHT — WINGAPEDE

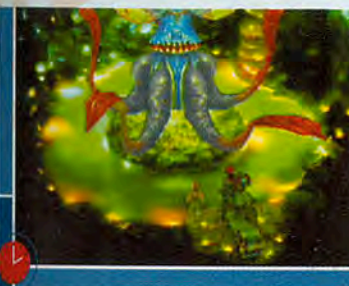


HP: 430

Innate: Green

Attacks: AcidicGas, PoisonGas

Tactics: Allocate some consumable Antidote Elements and whatever Yellow Elements you have prior to this battle. Poshul is a good character to use in this battle, since her Tech Skills will be more powerful against the Wingapede. Use the IceBlast Element as soon as possible to freeze the creature in midair. Otherwise, this Boss presents only a shadow of the fights just around the corner.



Save Razzly from the Pentapus.

The Secret Cavern

After the Wingapede is brought crashing down, a character will remark about the center of the area possibly giving out under your group's combined weight. You may be wise to back-track to the last save point, and you should consider placing Greco in your trio. Step into the center of the cracked area, where you'll crash through into a secret cave, knocking a large creature unconscious. Talk to the fairy in the cage, who's named Razzly. This reawakens the large monster, whom you must now fight both to survive and to recruit the fairy.

BOSS FIGHT — PENTAPUS



HP: 600

Innate: Blue

Attacks: Whop, Hexahitter

Tactics: A red innate character will be most effective in dealing with the “madam.” However, this character must be equipped with a Silver Loupe and maybe a Sight Scope, or some other such items that increase Hit Percentage. The Pentapus seems very good at avoiding red Element attacks and Tech Skills. Otherwise, apply all the tactics used in past battles, such as usage of Turn Elements and the like.



NOTE

RAZZLY

After defeating the Pentapus, open Razzly's cage. She will gladly join your “partee-hee.” Although not strong with physical attacks, she can be quite helpful in the coming Boss fights with innate yellow creatures. Aside from allocating her green Elements, you may want to consider leaving the Marshes and going back to Another World's Termina to forge her a better rod. Also, don't forget the chest in the bottom corner of the cave, which contains a valuable **RecoverAll** Element.



The Last Hydra

Upon leaving the secret cavern, head further back into the Marshes. Moving past a few Quaffids, you'll come to an area where several Dwarves can be spotted cavorting in the upper-right corner. As the self-appointed guardians of the Hydra, they'll attempt to stop you.



The Dwarves aren't bluffing.

BOSS FIGHT — HI-HO DWARVES



HP: 90 (each)

Innate: Yellow

Attacks: Hi-HoChorus, ElectroJolt



Tactics: After a weapon upgrade, Razzly should give your heroes a pretty decent advantage. The Dwarves will do their devastating Hi-HoChorus Tech Skill as long as there are six or more of them. Your goal is to knock out two Dwarves right away, so avoid trying to attack the whole group at once until you've whittled down their numbers. Yellow attack elements still work against the Dwarves, just not as well. Before moving on to face the Hydra, you should remove all yellow attack Elements from your character's grids.



BOSS FIGHT — HYDRA

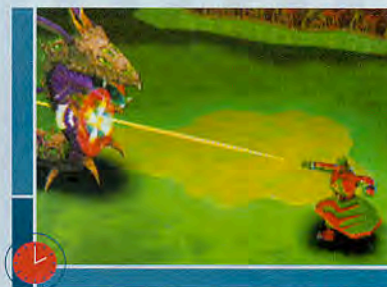


HP: 700

Innate: Yellow

Attacks: SpiritsUp, SpiritsDown

Tactics: Following your victory over the Dwarves, pursue their Chieftain into the small hollow where the Hydra dwells. Again, you'll want to replace all the yellow Elements in your grids with green ones prior to this battle. Using Yellow Elements on the Hydra *heals* it. Razzly gives your party the advantage once more. You should also consider making your other character Poshul, or someone with a yellow innate, so that he or she will be stronger against the Hydra's attacks. Give this yellow innate character your Revive Elements, since they are most likely to still be standing after the Hydra's more fearsome blows. Be ready to cast Elements such as IceBlast, AeroSaucer, and Bushwhacker several times. The Hydra spends the first round or so casting SpiritsUp on itself and SpiritsDown on your group, so build your Element powers to max on the first round and try to keep them high.



When the battle is finished, examine the Hydra's corpse to find the **Hydra Humour**. Now then, how fast can you race back to Guldove in Another World to save Kid?

Deliver the Humour

Return to Opassa Beach, cross back to Another World, and take the Hydra Humour to Doc in Guldove. He saves Kid with it. But during the night, little Mel steals Kid's Elements. You should undertake finding Mel and getting those Elements back. Not only will you save some money by avoiding repurchasing them all, but Mel will be available to join your party later in the game. She and Kid do a Double Tech Skill that makes it all worth it. Search for Mel by talking to everyone and following her trail. She is eventually cornered at the residential tower.



Corner Mel in the residential tower.

NOTE



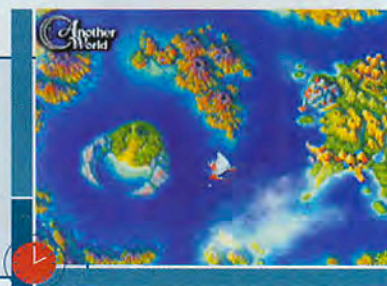
KORCHA

When you return to Termina, Korcha leaves the party. Go to the entrance of town, where Kid crosses paths with Glenn. But rather than fight, the honorable dragoon will give your party advice and clues. Return to the Termina docks and speak with Korcha about this. He permanently lends you his boat, and he can also be recruited. He just wants one small promise from Kid in return. If you thought Kid's cheeks were rosy before, just wait!

TIP

ANOTHER WORLD IS YOURS

With the boat, you can finally explore a good many places in Another World, although none of them have events or advance the story. Check the "Maps" section to determine if you want to visit these locations now, to see what items you can find. But be warned: Many islands and locations aren't meant to be visited until much later in the game, and the enemies you encounter there will be quite a bit stronger than your party. The two places you can explore right now that do advance the story are Hermit's Hideaway and the S.S. Invincible. Descriptions of events at both locations follow.



HERMIT'S HIDEAWAY (ANOTHER WORLD)



Defeat the flirty harlequin



Speak with Radius



Search for the "ghost ship"

ENEMIES

Harle(Black)

ITEMS

Moonglasses (Steal from Harle)

ELEMENTS

None



The Demonic Jester

Whichever path you take, whatever characters are in your party, in Termina Glenn will suggest that you stop by this small island and get the advice of the person who lives here. However, Harle and Lynx arrived first and wiped out the hermit's home!

Harle attacks your party in what at first appears to be a Boss fight, but you don't receive a Star so it really isn't. Using purely physical attacks for the first round, Serge will nearly take her out in the second. Hit her with Meteorite or other white attack Elements, and she will turn tail and flee.

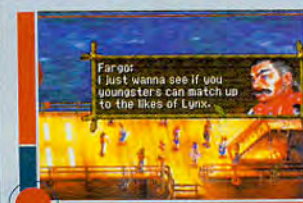
A Familiar Old Mug

When Harle is defeated, Radius appears behind the group. In this world, Radius is not the chief of Arni Village; he lives here instead. Luckily, he has a secret bunker underground, and he allows your party to rest up there. He also clues you in on your next adventure with tales of a mysterious ghost ship.



Harle isn't much of a challenge.

S.S. INVINCIBLE



Face Fargo's tests



Save the crew from ghosts



Find Pip in the hold



Fight up to the deck



Defeat the foul DeadHead

ENEMIES

Man-O-War(Black)

Poly(Red)

Fargo(Blue)

Wraith(Black)

Crossbones(Black)

DeadBeat(Black)

DeadHead(Black)

ITEMS

None

ELEMENTS

AquaBall

FirePillar

Panacea(x5)

Capsule(x10)

Gravitonne

PhotonBeam

A Mysterious Ship

You are prevented from landing at Mount Pyre by a heavy cloud of fog. When you enter the mist, a ship emerges from the gloom. On board, your party will be accosted by pirates, led by their devious captain, Fargo. This stout and hearty pirate doesn't believe your party is ready to face Lynx, and decides to test your abilities. Get ready for a series of tough battles!



First, Fargo will sic 3 to 5 Man-O-Wars upon you. If that doesn't kill you, then maybe Fargo's giant Polly will! And when you prove to be too tough for the big bird, Fargo himself attempts to best you. For these trials, your party stands the best chance with characters like Kid, Leena, or Glenn accompanying Serge. Don't forget that Glenn and Serge can perform the powerful X-Strike by combining their Lv.3 Tech Skills. This move works best against Fargo. Unfortunately, none of these battles have been deemed worthy of a Star. But you'll get some **Capsules**, a **MagmaBurst**, and a **PhotonBeam** as compensation.

The Ghost Invasion

Regardless of the battle's outcome, Fargo knocks out the group, and you'll awaken in the ship's hold. Strange events unfold around the pirate's ship. Suddenly, Crossbones run into the room and

attack! Your enemies for the next several battles will all be of innate Black, so Serge's attacks and your new PhotonBeam Element are your keys to success. Make sure all of your characters have white Elements before leaving the room, and save your game.

Outside the party's holding room, the ship is in chaos. Everywhere you look, pirates are engaged by Wraiths, Crossbones, and DeadBeats, fighting for dear life. Help out the pirates by tackling the enemies they face. The pirates won't exactly be grateful, but some will offer clues on how to get off this ship alive.

The door to the deck is locked. Make sure you grab the **FirePillar Element** at the other end of the hall, and allocate it quickly. Climb the ladder to the upper level.



Use the vent to get past the fire.

The upper corridor is blocked by burning refuse. Go in the room next to the blaze and rescue the pirate from the ghostly enemy in the corner. Take the **Panacea** from the chest, and climb through the vent in the back corner. Emerging in the next room, there's another pirate to assist and another chest to open. Outside this room, you'll be past the burning debris, but the pirates have barricaded access up to the deck. You'll have to go back down and around the outside of the ship as the sailors describe.

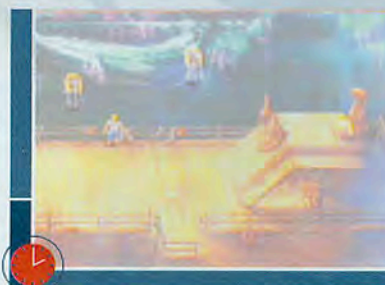
On the lower deck, a room that was previously locked is now open. Inside, yet another pirate needs your help. Finally, this guy gives you the key. This isn't really an item, so it won't appear in your Items List. But you can now open the door to the hold.



Enter the fog bank near Mount Pyre



Polly is the toughest of the trials.



Specters invade the ship!

NOTE

PIP

In the ship's hold you'll encounter none other than Pip, who stowed on board to fulfill his life's dream. Chase him from corner to corner of the hold, and he'll finally join. However, you should avoid putting Pip in your party immediately, since his innate is white. This will unbalance your party, and gives the advantage to the undead innate black color enemies nearby.



Down below you'll find that a DeadBeat enemy is totally unavoidable. The final cannon is missing, and you can sneak outside the ship. The pirate outside the cannon port offers a sip of his special vitamin drink that will restore your HP, poison you, or remove all status effects. The chance of being affected by one of the effects is completely random.

The Chaos On Deck

Take the stairs out of the hold and collect the **PhotonBeam Element** in the chest. Allocate this immediately so that Serge is not the only character to have one. Through the open portal is a Record of Fate. Since you face a challenging Boss in a matter of seconds, now might be a good time to save.

On the deck, pirates are still fighting desperately. You'll have a battle yourself, then Fargo cries out from the bow. Run to his aid, and the captain commands you to take the ship's wheel. Whatever answer you give doesn't matter—Fargo kicks your rear into action.



Be careful when drinking with pirates.

BOSS FIGHT — DEAD HEAD



HP: 700

Innate: Black

Attacks: Diminish, Death'sOdor, DarkBreath

Tactics: At first this Boss appears to be five DeadBeats, which normally wouldn't be a problem. But in the blink of an eye, the enemies fuse together into one fearsome monster. The Dead Head makes for quite a challenging battle by using a Diminish Element right away. This reduces the power that your Elements will have for close to four full combat rounds. Concentrate on using physical attacks to defeat it, and your Tech Skills should still function pretty well. Continue casting all colors except white and black. Black Elements will heal Dead Head, and you should save your white Elements until the Diminish wears off. As soon as your Elements are functioning normally again, pound this undead sucker with two PhotonBeams, cast by two consecutive characters. Voilà, you should have a well-baked Dead Head. But hold your nose, it smells worse now than when it was alive!



NOTE

DOC

If Macha and/or Glenn is in your party, then return to Guldove at this point. You'll find that Kid has been fully recovered! Apparently some good Samaritan brought a Hydra Humour to Guldove and let Doc heal her with it. Don't worry, the feisty lass doesn't hold a grudge and she's ready to rejoin your party. You'll get back the **Astral Amulet**. Plus, with his faith in medicine restored, Doc wants to come along too.



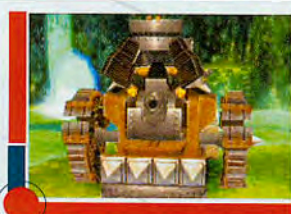
Ahoy, Mateys!

When the undead scourge has been cleared from the boat, Fargo sends you off with his respects and a word of advice. Since Water Dragon Isle in Another World is all dried up, you'd better return to Serge's Home World to see if you can contact the big blue fella, aka, the Water Dragon.

WATER DRAGON ISLE (HOME WORLD)



Defend the fairy village



Beware the Hi-Ho Tank!



Visit the Water Dragon

The Other Boat

Navigating through the blazing hot magma of Mount Pyre is extremely difficult without a certain special item, which is given freely by the Water Dragon at this point in the game. But since your party hasn't explored Home World very much yet, how would they get there? Swim?!



Pay the fisherman to get to Water Dragon Isle.



Collect items in the first area before advancing.



Avenge the fairy slaughter.

Remember the pier in Arni Village? There's a fisherman there who sleeps for most of the day. Talk to him, and he'll offer to take you to Water Dragon Isle for 100 G per trip. While you're at it, include Leena in your party and talk to Serge's girlfriend Leena in Home World Arni. It's fun to watch her freak out!

Razzy's Homecoming

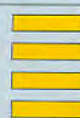
If you were able to save Razzy from the Pentapus in the Hydra Marshes, it's a good idea to include her in your party now. If you're at the island already, just use the Record of Fate across the lily pond to call upon her. The events described in this section will all occur if Razzy is in your party.

The fisherman casts his lure near the entrance, and he'll be waiting until you're ready to leave. You must cross the wide pond by leaping from lily pad to rock to lily pad. On one side of the area, open the chest to get an **AquaBall Element**, and on the other side is an **IceBlast**. Don't forget to check under the waterfall for an **Iron** material.

Things grow really sad for a moment when Razzy sees her fairy family being slaughtered by Dwarves. The pesky little monsters have decided to conquer Water Dragon Isle, since humans drove them from their home in the Hydra Marshes. As a consummate player, you should be willing to fight and defeat all the dwarf enemies on the Area Maps. Not only will your characters gain bonus stats after every battle, the whole way, but you'll reap a king's ransom in powerful yellow Elements and forging materials!

ENEMIES

Dwarf (Yellow)
DaffyDwarf (Yellow)
DaggyDwarf (Yellow)
Hi-HoTank (Yellow)



ITEMS

Iron
Magic Ring
Ice Breath

ELEMENTS

AquaBall
IceBlast
FrogPrince



TIP

DO A LITTLE FORGING

After all your battles onboard the SS Invincible, you're ready to forge the next level of items. Return to a town like Guldove or Termina, whichever is closest, and generate Iron weapons and armor for your three favorite characters, as well as Serge's Steel Swallow. Steel and Iron items are essential to defeat enemies from this point forward in the game. There will be other notes like this later in the book to inform you about when you should start forging Mythril and Denadorite items for your characters.



BOSS FIGHT — HI-HO DWARVES, ROUND TWO

**HP:** 200 each**Innate:** Yellow**Attacks:** Hi-HoChorus,
Hi-HoWarCry, EletroJolt

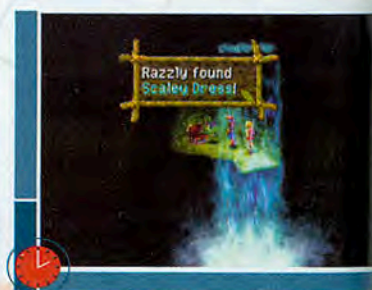
Tactics: Eventually, follow the Dwarf Chieftain into the cave. Just inside, the outspoken Chieftain sics another group of dwarves on you. The tactic for survival here is exactly the same as for the Hi-Ho Dwarves battle in Hydra Marshes. They'll start off immediately with the Hi-HoChorus, doing roughly 30-50 HP per character. Use a RecoverAll immediately, then power Razzly up and have her take out a Dwarf with her Raz-Star ability. This negates further usage of Hi-HoChorus, but individual Dwarves will now do Hi-HoWarCry on individual party members. Preferably, each of your characters has about 5 levels on their Grid by now. Power up each character by attacking an enemy, then finish them off with the Elements in your Lv.5 slots.

**Engine of Destruction**

The Dwarf Chieftain retreats further back into the caves, ensuring that another hard battle with him lies just ahead. Continue fighting all the Dwarves on the Area Map, and then plunder all the chests. Climb down the large waterfall and continue into the next cavern.

Dwarves clustered around the Record of Fate nearby make saving an uneasy option. But if your need for revenge is in overdrive, then have fun annihilating them all. On the level below the Record of Fate, make sure you search in the cave under the waterfall for a **Scaley Dress**. There's a Dwarf who won't let you have it freely, however.

At the bottom of the falls, run off to the right. The Dwarf Chieftain prepares to make his final stand, and this situation is nothing to laugh at!



Search the hidden cave for a dress.

BOSS FIGHT — HI-HO TANK

**HP:** 1000**Innate:** Yellow**Attacks:** ElementShot (Green),
ElementShot (Yellow), Repair

Tactics: As the battle starts with just two Dwarves, the Chieftain suddenly rolls up in the fearsome tank. Prior to this fight, allocate your characters with several RecoverAll, Heal, and Cure Elements, as well as the most powerful attack Elements you have. Allocate a few Antidotes to Razzly to cure poisoning.

Commence assault, concentrating your blows on the tank. The two side dwarves are incidental and won't do you much harm. Start off by powering Razzly up and performing her Tech Skill, which does quite a bit of damage. Then have her cast AeroBlaster, Bushwhacker, and AeroSaucer Elements as much as possible. Other characters should perform their Tech Skills and cast Elements of their innates.

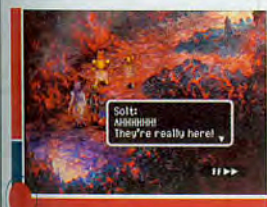
The Chieftain will fire the tank at individual characters, damaging them severely and causing status effects such as Poison and Sprain. Be ready with Antidotes to consume and restrain your usage of curative Elements. After some time, the Chieftain will order repairs, and the tank will recover around 120 HP. Take this opportunity to use a RecoverAll as well, to match wits against the metal monster.

**Kindness of a Dragon God**

As you deliver the fatal blow upon the Hi-Ho Tank, the Dwarves will bail out, and the Chieftain gets blown sky high. If Razzly is in your party, she will find her sister Rosetta nearby, wounded and dying. She will leave your party temporarily, so pull in another character and enter the Water Dragon's cave. There won't be any more fighting after this, so don't worry about equipping or allocating Elements to this new character just yet.

As you approach the awesome Water Dragon God, it will take pity upon your plight. To aid in your quest, he bestows upon you the **Ice Breath** and the **FrogPrince Summon Element**. If you can't guess, it's time to return to Another World and take on Mount Pyre!

MOUNT PYRE (ANOTHER WORLD)



Defeat the duncely duo



Satisfy the Fire Dragon



Confront the Dragoon
Devas, all together!

ENEMIES

Lava-boy(Red)
CatBurglar(Red)
Solt(Yellow)
Peppor(Yellow)
HotDoggity(Red)
Fire Dragon(Red)
Marcy(Blue)
Zoah(Yellow)
Karsh(Green)



ITEMS

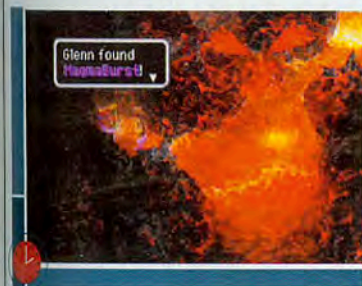
None

ELEMENTS

MagmaBurst
Tablet(x10)
MagmaBomb
TrapInferno
Capsule(x5)

The Unforgiving Fire

Mount Pyre is an area consumed in blazing heat, with pools and streams of pure molten magma and walls glowing with the fire they contain. The enemies of this area are mostly red innate, meaning you should balance your party with an innate red character and an innate blue character. Equip all three of your fighters with the best weapons and armor possible, all made of iron. Going in with less is extremely difficult and sure to cause headaches.



Wading through magma drops
your HP.

Every second your characters are standing in or touching magma, the group's HP will drop by 10 points. Red innate characters drop a little more slowly, and blue innate characters drop the fastest of all. But if you were able to acquire the Ice Breath item from the Water Dragon, you won't have to worry about the magma one bit. You'll be better able to scour through the magma for treasure chests, and you'll be better prepared for Fort Dragonia.

If you have the FrogPrince summon, do your best to use it as often as possible on the enemies in the area. Not only will you devastate the red innate enemies who dominate here, but you'll start collecting shiny materials at a highly advantageous point in the game.

BOSS FIGHT — SOLT AND PEPPOR



HP: 150 (Solt), 180 (Peppor)

Innate: Yellow (both)

Attacks: Red and Yellow Elements

Tactics: Once again, Solt and Peppor barely allow the battle to begin when they mess themselves up big time. The lesson they are teaching you today is about Trap Elements, so pay close attention to the dialogue. With both of their un-shakin stats registering about the same as in the last battle you had with them, your party should be powerful enough to shake these two idiots before they even get to use an Element... if they even know how!



Gods of Flame

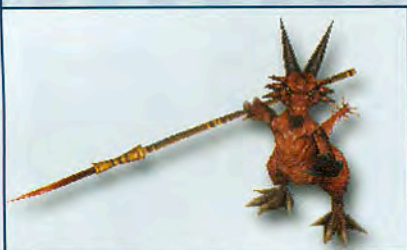
After Solt and Peppor run off with their tails between their legs once more, hang a right turn into the closest cave. Inside, you'll see the equivalent of a magma slide, which bends off in two directions. If you have the Ice Breath, and only if you have the Ice Breath, slide down the left magma flow. There's a treasure chest on a small patch of rock with a sealed cave. But since it only contains a MagmaBomb, don't try this unless you have the Ice Breath. Have we said that enough, already?

Wade even further downstream through the magma to get back on course. You'll wind up back at the beginning, but with the Ice Breath it's not really a problem. Continue through Mount Pyre until you reach a Record of Fate. A very powerful Boss resides close by, so use your chance to save.



Slide down to the treasure.

BOSS FIGHT — FIRE DRAGON



HP: 3400

Innate: Red

Attacks: FieryBreath, Weaken, Strengthen

Tactics: Okay, so the god of fire is... not the ferocious creature trapped in the magma nearby, but a *pip squeak mini-dragon*? Fine, no problem, right? Just wait until you see the devastation of its FieryBreath! If used upon a blue innate character, the character will most certainly die.

The Fire Dragon sets the mood for its breath attack by using Weaken and Strengthen. To counter their effects, you must use Turn Elements in the same methods previously described, with one character casting the Turn Element to benefit the next character's attack. In this fashion, blue attack Elements such as IceBlast should inflict around 300 HP damage!

Even if you have FrogPrince to summon, it's a bit tricky to do in this fight. The Fire Dragon's AI seems adjusted to prevent the Field Effect from becoming all blue. Plus, set at a lower level on the Grid, the FrogPrince won't damage the Fire Dragon effectively.



BOSS FIGHT — DRAGOON DEVAS



HP: 370 (Karsh), 300 (Marcy), 436 (Zoah)

Innate: Karsh (Green)
Marcy (Blue)
and Zoah (Yellow)

Attacks: Lv.5 Tech Skills
(see "Characters" chapter)

Tactics: As the Fire Dragon bows his head in respect and bids you adieu, three very familiar figures block your flight from Mount Pyre. The broad variety of innate colors presented makes this sinister group an interesting challenge.

You're best off with Glenn in your party, whom the Deva recognize immediately. Serge and Glenn's X-Strike Tech Skill should definitely flatten any one Deva.

Without Glenn, you're best off focusing your party's attacks on Zoah first. If allowed to remain too long, he might perform his Gyronimo Tech Skill, which should easily take out one of your characters. Marcy is obviously your next target. Her Tech Skills involve attacks that damage as well as cause status impairments. While Karsh performs AxialAxe on your whole group early in the fight, he really doesn't pack much punch beyond that.



After Harle makes another brief appearance, Serge and the gang must venture forth to Fort Dragonia. This is a hauntingly familiar castle, erected aeons ago by the Reptites. Serge recognizes it instantly from his dream. Will his worst fears come to life?

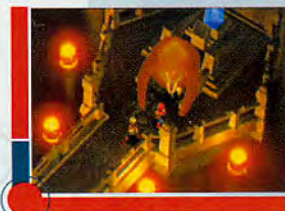
FORT DRAGONIA (ANOTHER WORLD)



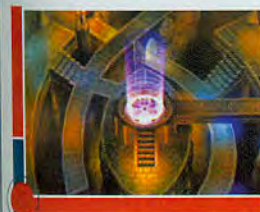
Ditch the Dagoon



Deactivate the six crystals



Face the crystal guardians



Teleport to the central tower



Defeat the General and Lynx

ENEMIES

Dagoon (Red)
Acacia PVT (Red)
Acacia SGT (Red)
Cybot (Yellow)
Googhoul (Yellow)
Combat (Black)
GiantGloop (Blue)
PaperBoy (Yellow)
Alphabat (Black)
Taurusoid (Green)
SunOfAGun (White)
Bunyip (Red, Black)

Viper (Yellow)
Lynx (Black)
The Party (Assort.)

ITEMS

Earth Charm, Sea Charm, Flame Charm, Angel Charm, Daemon Charm

ELEMENTS

ElectroBolt, HealAll, Bushbasher, Antidote (x5), TrapTornado, AeroBlaster, TrapVolcano, MagmaBurst, FirePillar, Capsule (x5), MeteorShower

The Guardian at the Gate (or Not)

If you have recruited Macha and Glenn during your game, or if you visited the Water Dragon and gained FrogPrince, then you may enter Fort Dragonia freely. But if you elected to save Kid when she was poisoned, or missed the Water Dragon, then an Acacia Rider, a Dagoon, will be guarding the gate. The amount of Stars gained by this point in the game, either way, is balanced out so that you should have your fifteenth Star and everyone's Lv.5 Tech Skill. If not, you will gain it after this battle!

BOSS FIGHT — DRAGON



HP: 350

Innate: Red

Attacks: Charge, FireBreath

Tactics: An Acacia PVT stands at the rider's left hand, but he is of little consequence. Your big problem is the mounted dragon, who uses breath attacks as well as the devastating charge Tech Skill. Use all the strategies which should now be standards of your repertoire: Turn Elements, opposite colored elements, and Double Tech Skills. Red Tech Skills will work fine, but red elements do stand a small chance of healing the rider. When victorious you stand, examine the engraved pedestal to open the stone door.



Circuitry of the Fort

Across a lengthy bridge is a room with a Record of Fate, four doorways, and four circles on the floor, with power circuits connected to a large central ring. Advancing further into Fort Dragonia requires that you complete a puzzle of sorts in each of the four areas. To activate each circuit, you must deactivate a power crystal in each area. And as you might expect, there's a corresponding Boss monster to defeat in most areas.



The biggest puzzle in the game.

The Red Crystal

The red crystal would certainly seem to be the easiest to deactivate first. From the central room, head through the closest door to the right. The remaining areas should be visited as they are described, in a counter-clockwise fashion.

Cross the long bridge into a room with a dragon statue. Each time you enter this area, the dragon will be facing a random direction. From reading the inscription, you can determine that whichever way the dragon is facing is north. (Even if it doesn't seem that way!) Therefore, if the dragon is facing the top of the screen, then the top gap is north, the left gap is west, the right gap east, and the bottom gap is south. But all this changes if the dragon is facing some other direction.



The statue always faces "north."

With that in mind, you must select a direction. The direction chosen will rotate the platform on which you are standing until it's positioned over the gap of choice. At that point, the platform will disappear and the party will drop into the room below at a point based on which direction was selected.

Although the directions change based on where the dragon statue is facing, the destination of each gap remains constant. The top gap drops the party into an area where enemies become active. The left gap drops to a platform where a floating red pyramid will cure status abnormalities and raise the party's Star energy to full. The bottom gap drops to a platform with four chests containing red Elements and a **Flame Charm**. The right gap drops the party to a platform with the red crystal that may be deactivated. Each time the characters drop, just move off to the left, slide down the ramp, climb up the stone rock, climb to the top, and do it again.

The Green Crystal

The area surrounding the green crystal is a complex maze-like structure of floating walkways. Use the Area Maps section to help you navigate through it. Lower the stairs close to the end by using the blue button. Doing so makes leaving the area quite a bit easier than entering. Make sure you find and equip the **Trap Tornado Element** before visiting the Boss in this area.

BOSS FIGHT — TAURUSOID



HP: 1200

Innate: Green

Attacks: BackDrop, BodyPress, Tornado

Tactics: You should set a Trap Tornado Element as soon as possible. The Taurusoid may attempt to use Tornado at some point late in the battle. Not only would this be detrimental to your party, but the Tornado Element is extremely powerful if you can steal it. Trapping this Element easily makes up for the poor spoils found after such a tough fight.

Otherwise, Taurusoid has no special tricks. Use Turn Elements, Yellow Elements, and Double Tech Skills—whatever's at your disposal with your current party make-up. Deactivate the green crystal afterwards.



The Blue Crystal

The puzzle in this area involves opening and closing empty treasure chests in such a fashion that two platforms on either side of the room are rotated to allow access to different areas.



The chests control the platforms.

Proceed to the chests in the lower-left corner. With your characters facing the chests, close the right one and open the left. The left platform should swing down so that you can cross to the upper-right corner. Without touching those chests, continue over to the upper-left corner. Open both chests so that the left platform stands in the middle. Now return to the upper-right corner and cross the platforms to the left doorway. Inside a small room you'll find a chest containing a **Sea Charm**.



The big doorway is where you want to head.

Cross back over the platforms to the upper-right corner. Avoid moving the right platform to the middle position, because there's only a Dragoon to fight, with no spoils. Instead, close the left chest and open the right, moving the platform to connect with your destination in the bottom-right corner. Then cross back to the upper-left corner, position the left platform, and cross to the doorway. Use the blue floor button to lower a staircase, making your exit from this area easier than your entrance.

BOSS FIGHT — GIANTGLOOP



HP: 800

Innate: Blue

Attacks: GooleyGoo, TakeIn, BlueField

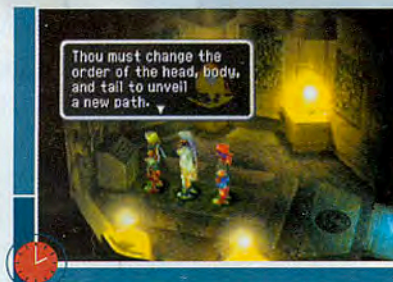
Tactics: Attack with all your red Elements, then use Turn Elements to boost the power of other Elements used. When it casts BlueField, immediately use a different color Element or Tech Skill. If allowed to turn the Field Effect all blue, the GiantGloop's Tech Skills will easily kill a character even if they're at full HP. Deactivate the blue crystal after the battle.



The Yellow Crystal

The circular maze area containing the yellow crystal is probably the most puzzling of all, since unlocking the room involves the party's order. First, cross the entire room to the other side, and exit through the doorway. In this small side room, step on the three greenish circles marked with footprints. The game will tell you what order your party is in and which character is the head, which is the body, and which is the tail. Serge will most often be the head.

This platform also changes the configuration of the circle maze, allowing you access to the different platforms based on what order your group is in upon stepping onto the platform. You must change your party order, using the Select button, to affect the layout of the circle maze. To achieve some party orders, you need to use the bluish "switcheroo" device panel, which is just outside the side room. This panel switches the order of the second two characters, so that Head, Body, Tail, becomes Head, Tail, Body. You can then use Select to change the order of the characters.



Reorder the party to change the maze's layout.

PARTY ORDER EFFECTS ON MAZE

ORDER	EFFECT
Head, Body, Tail	Raises block near side room. Cross, press blue button to lower stair on opposite side.
Body, Tail, Head	Raises block to chest containing Earth Charm .
Tail, Head, Body	Raises block to chest with Electrobolt .
Body, Tail, Head	Blocks path.
Head, Tail, Body	Blocks path.
Tail, Body, Head	Raises block to control panel, sinks yellow crystal.

The White Crystal

After you've deactivated all four crystals in the outer areas, a central shaft will rise in the large circuit room. If you haven't been saving your game before entering each crystal's area, do so before entering the central silo.

BOSS FIGHT — SUNOFAGUN

**HP:** 365**Innate:** White**Attacks:** MeteorShower, ShineOn

Tactics: Guile will be especially effective at dealing with this creepy sucker, so place him in your party before entering this room. If not Guile, then try any other black innate character.

The ferocity of this Boss's attacks seems to depend on its expression. If it's smiling and bouncing about, then spend your rounds performing physical attacks, building Element Power. If it turns sad, be ready for it to use ShineOn, which can inflict status abnormalities. But if SunOfAGun is angry and shaking, either have your characters Defend or be prepared to hit it hard. When mad, SunOfAGun's stamina seems to increase so that it will perform enough attacks on one character to knock them out of the fight. Black Elements and Tech Skills should be used like crazy throughout this battle. If possible, you can try to set a Holy Light Elemental Trap; SonOfAGun sometimes casts this spell.

Afterwards, deactivation of the white crystal lowers an elevator platform. Use it to go down, where you'll find a room full of incubators that don't function. If you go up, you'll enter a very familiar corridor indeed.

*The Black Crystal*

Moving to the left from the elevator, you'll overlook the black crystal. Return to the elevator and continue past to the wide area beyond. We probably don't need to advise you about navigating this area. Just beware of dangerous enemies hanging about, such as Dragoons and Acacia PVTs.

When you reach the black crystal a large creature drops into your path. While it may look silly, the Bunyip conceals a hideous evil. Once the Bunyip's inner demon is released your party will have a tough fight.

BOSS FIGHT — BUNYIP

**HP:** 400**Innate:** Red, then Black**Attacks:** Fireball, MagmaBomb, then Gravitonne, FreeFall

Tactics: You will find that Serge is the weakest fighter in this battle, and takes the most damage. Allocate Revive and White Elements to your other characters in equal proportions so that if Serge is KO'ed, your remaining characters can either bring him back or keep fighting at max power with white Elements. Use Serge's Tech Skills as soon as possible in case he can't finish the fight.

The Bunyip will take around 300 HP damage in its first form, which is red innate. Then it transforms and changes to innate black and starts using more fearsome black Elements that will take down your party.

Defeat the first form with purely physical attacks, building your Element Powers to max. When the black Bunyip emerges, use a Trap FreeFall Element. Not only will you get one of the best black Elements in the game, but damage will be prevented.



The Dragon Tower

Upon deactivating the black crystal, a staircase lowers to the central platform where the teleporter awaits. It's wise to return to the circuit room near the entrance of the Fort to record your game for safety.

Once you reach the top of the fort's central tower, Serge has more flashbacks of his dream (in case you'd forgotten). The party enters the room in which dragon statues have been seen materializing with the deactivation of each crystal. In the center, the Dragon Tear shimmers on the slender pedestal. Viper and Lynx have been waiting here for you. The whole story of *Chrono Cross* is about to take a dire turn, one you'd never expect!

BOSS FIGHT — VIPER



HP: 820

Innate: Yellow

Attacks: G-Force

Tactics: The General should provide less challenge than the previous Bosses—a welcome relief. You may not even need to use Turn Elements. (Although it doesn't hurt to practice!) Yellow Elements will still damage Viper, just not very well. If Glenn is in your party, his and Serge's X-Strike Tech Skill should cut your battle time in half. If not, try summoning FrogPrince. After Viper performs G-Force once, he shouldn't do it again. This should give you ample time to cast three blue Elements in a row, and then the summons.



BOSS FIGHT — LYNX



HP: 1000

Innate: Black

Attacks: GlideHook, MeteorShower, PhotonBeam

Tactics: As Viper claims he is just warming up, Lynx steps in and takes over the battle. Armed with his gigantic scythe, Lynx is the embodiment of cold, chilling evil. This time it's no shadow. This Lynx is the real deal.

Your strategy for defeating this evil cat person is nearly the same as it was the last time. Use Double Techs, Turn Elements and summons, if possible. You may also be stronger with an innate black character in your group.

Spread out the White Elements and make sure the whole party has some. Give your Revive Elements to everyone but Serge. Black attack Elements and Tech Skills work surprisingly well against Lynx, but he has a few tricks up his sleeve! For one thing, he will use white Elements, devastating your party in one turn after another. If you are lucky enough to have an Anti-White Element, it will work (but Anti-Black will fail). Lynx also performs his Lv.3 Tech Skill repeatedly, with blinding speed and accuracy.

Remember, if you're not ready, choose to RunAway. Reorder your party, allocate Elements correctly, and try again. But this battle should go a little more quickly than the last. As you pummel away with attacks, Lynx doesn't heal himself with Nostrums. His frequency of Element attacks also seems a bit slower, so you might be able to cast FrogPrince.

All these tactical maneuvers are not essential. You see, killing you is not Lynx's goal...



The Rematch

If you sought to prevent the prophecy of Serge's dream, then you have probably avoided letting Kid in your party up to this point. But no matter what steps you took, Kid is alive and well, and joins the battle.



We don't want to spoil the plot of the game in this guide, so let's just say that during the rematch between Lynx and the heroes you'll be controlling Lynx. The enemy will be Serge, Kid, and one other party member.

Your HP is definitely minimal to what Lynx's was in previous encounters. The heroes' HP all seem to be at 3x normal. The party gets the first strike, and they will probably take you into the red on the first round. If you're lucky enough to heal, they'll use their Tech Skills in the second round. You might've done the same, if you were still controlling them.

Here's the deal: as Lynx, you are not meant to win this fight. Even if by some chance you persevere and manage to wipe out your own friends, you can't win. (Why would you want to do that, you evil person?) Kid will rise, and with her last breath slay Lynx with a single stab.



You don't want to hurt your friends... do you?

DIMENSIONAL VORTEX



Lure Sprigg out of her house



Find reality in the tower



Fight through a painted world



Drop back into reality



Return to Opassa Beach

ENEMIES

TotalChaos (Black)

ITEMS

Mythril(x2)

Pendragon Sigil C

ELEMENTS

Revive

The Painted World

Again, we don't want to spoil the plot of the game for those who've yet to purchase or play it. So just accept that your main character for the next dozen hours of the game is going to be Lynx. With this change over, the characters you've recruited previously will no longer be faithful, and you can't use them in your party.



Shake a berry from the tree.

Lynx regains consciousness in the Dimensional Vortex, an unreality existing somewhere between the two worlds. Don't take the cartoonish landscape lightly—there are treacherous enemies here.

On the second level is a hut with a locked door. A character named Sprigg is inside, and the old lady won't let you in for any reason. To the right side is a branch overhanging the lower area. Step onto the branch, and a large berry will shake loose. Sprigg comes scurrying out of her house to claim it. You must sneak into Sprigg's house while she is out. She moves fast, so you should already be moving when the berry hits the ground!

When you enter Sprigg's house Sprigg gets a little angry at your intrusion, but she calms quickly and lets you rest up. When the scene returns, try to leave and Sprigg will stop you. She then joins you, the first recruit of your new party.

Descend the ladder in Sprigg's house to reach the Record of Fate. Exit the front door and move up toward the tower at the top. On the upper level is a boulder you can push off the edge. Move down to the lower ledge and push it off again. This knocks the lowest boulder off the path, so you can reach the chest containing the **Revive Element**. It's very important to take all the Revives you can find in the game, since they are so rare.

The Unreal Tower

You must have recruited Sprigg to enter the tower at the top of the Dimensional Vortex. Inside, Harle appears and talks to Lynx about his identity. The things you decide to say in the conversation affect nothing more than the length of Harle's diatribe.

When Harle disappears, another figure appears. This character will walk through a certain door in the upper level of the tower. You should walk through the same door, on the lower level. While Lynx and Sprigg emerge from a door at the top, the character will now be on the lower level. If the character goes through the top door on the lower level, then you should go through the top door on the upper level. Keep repeating this synchronized door entering to trigger the next event.

You emerge into an area that seems to have been designed by M.C. Escher. Harle stands nearby, and joins your party immediately. She also gives you the **Astral Amulet**, if you have yet to acquire it for whatever reason. Take a moment to allocate Elements to your new party members.



As above, so below. Walk into the same door as the speaker.

TIP

SPRIGG'S DOPPLEGANG TECH SKILL

You may notice that Sprigg has very few slots in her Element Grid, and her only Tech Skill is called Dopplegang. Sprigg has the ability to change into many enemies that you encounter, cloning them right down to their Element Grids and Tech Skills! The number of opponents she can Dopplegang is initially limited to just over a dozen. You can increase this number by having Sprigg finish off enemies. She only needs to score the killing blow, and there is a chance that the creature's form will be added to the list. The Forget-Me-Not Pot, found later in the adventure, will greatly increase Sprigg's chances of adding an enemy's form to her list.

Directly below your entrance point is a lever. Go ahead and press it, explore that area, and clean out the chests. You will collect a lot of Mythril materials, a good sign that you'll be able to upgrade weapons and armor soon. You must switch the lever back to access the point of exit, which is a circular pit at the bottom of the screen.

Back to Reality

Lynx's party emerges in the Hydra Marshes (Home World). Harle suggests you return to Opassa Beach ("Where angels lose their way...") to cross back to Another World. That is your next goal. But if you have yet to explore the Hydra Marshes of Home World, by reason of the path you chose earlier, you might as well do so now. It's important to defeat the Beeba and get the Beeba Flute, but you won't be able to fight the Pentapus or recruit Razzly anymore. The Hydra is also now extinct, and the Dwarves have left the marshes.

Visit Opassa Beach

When you do return to Opassa Beach, the wormhole between worlds isn't there anymore. Sprigg's kinda hard to understand sometimes, but she is suggesting that you go talk to Serge's mother, Marge.



Switch the lever back and forth to access all areas.

STRANGE HOMECOMING IN ARNI (HOME WORLD)

ENEMIES

Radius (Green)

ITEMS

None

ELEMENTS

None



Speak to Serge's Mom



Duke it out with Radius



Join forces with the old man

People are Strange When You're a Stranger

Naturally, the human citizens of Arni are all a little freaked out by the appearance of an all demi-human party in their village. Lynx looks quite intimidating, after all! Still, don't be afraid to talk to people — the conversations are more interesting now than ever.

Marge is pretty freaked out by the party, especially when she hears what's transpired. (You MUST visit Opassa Beach before the following events will occur.) Suddenly, village chief Radius storms into Marge's house. Lynx and Radius have crossed paths before, it seems, and the two old rivals are going to have to fight it out one more time before anything can be resolved.

BOSS FIGHT — RADIUS



HP: 750

Innate: Green

Attacks: LongShot
(various elements)

Tactics: Sprigg will be strong against Radius' Tech Skills, but the old geezer won't hesitate to use powerful white Elements on Harle and Lynx. You'll instantly feel that your party is a little unbalanced with two innate black characters in the trio at one time. But don't worry too much—Radius can only do his Lv.3 Tech Skill, and he has so little HP that this battle should end pretty quickly. You should feel avenged for how he mercilessly beat you during the battle tutorial at the beginning!

Afterward, Radius joins the party. He insists that the party head to Termina to start unraveling this cosmic mystery.

TERMINA (HOME WORLD)



Useful items are in Fossil Valley



Speak to soldier by Termina docks



Recruit Zappa



Hire Van

A Brief Stop Along the Way

On your way to Termina you have to cross through Fossil Valley in this world. The layout and enemies are just the same, but they seem slightly tougher than in Another World. Still, it's worthwhile to explore the area and pick up all the **Mythril** items. That way, you can outfit your whole party with Mythril weapons and armor when you reach Termina.

The Porre Occupation

With the disappearance of General Viper and the Dragoons from this world three years ago, the Porre Army has controlled the city since then, and everything looks quite different. Soldiers patrol the streets, but you can speak to them quite safely while Lynx is in the party. Seems the evil feline was a double agent, after all...



The only plus to this situation is that the Inn is now free to stay at. Everything else seems quite grim. Speak to the guard outside the bar and you'll find that you can't pass without Sir Norris' permission. The guard even tells you to find Norris at Viper Manor. Inside the bar, Lynx will have a bit of trouble getting a drink, but a soldier near the entrance will relate an interesting tale about the disappearance of the Dragoons.

Lisa is still tending to her Element Shop, and her inventory is greater than ever. You should stock up as much as possible so that all your characters carry only the most powerful Elements. The room behind the shop is empty, but if you search around a bit, Lisa will let you know that her father is gathering mushrooms in Shadow Forest.

ENEMIES

Dodo(White)
BubbaDingo(Red)
MamaDingo(Red)

ITEMS

Infrared Vision Frame
@Mythril(x2)

ELEMENTS

None

NOTE



ZAPPA

Proceed to Zappa's, where the saddened blacksmith is preparing to close up shop permanently. Enter the Smithy with Radius in your party, and Zappa will join your group. He hands Lynx the Smith Spirit, which allows for the forging of weapons anywhere on the World Map, or at a Record of Fate. No more backtracking to towns for item upgrades! In the back of Zappa's, the apprentice has basically given up hope. He's now an Element Trader, so trade in your lower class Elements for the raw materials you need for forging.

TIP

MYTHRIL ITEMS AVAILABLE

You need to find a Record of Fate or exit to the World Map immediately, because the Mythril weapons and armors are now available to be forged. Your party will have difficulty moving forward in the game without more powerful items.





NOTE

VAN

You can recruit one more party member before leaving for Viper Manor. You'll notice that the house behind Zappa's Smithy is an entire level smaller than in Another World. Visit there and speak to Van and his father Gogh. After a long scene with their miserly landlady and a lot of arguing about money, Van will join your party. Return here later with Van in your group and put some savings in his piggy bank. This will improve the power of Van's Lv.7 Tech Skill. Just keep that in mind for later in the game!

SHADOW FOREST (HOME WORLD)

ENEMIES

Cuscus (Green) 
 Wraith (Black) 
 Gerridae (Blue) 
 Gloop (Blue) 

ITEMS

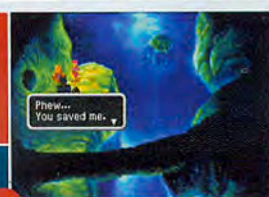
Ivory Helmet
 Bone
 Silver Loupe

ELEMENTS

Capsule (x5)
 TrapCarnivore



Speak with man in the cave



Rescue frightened Dad



Take the Mushroom back to cave



Recruit Funguy

NOTE

FUNGUY

Take the Mushroom back to Lisa's Father, and he'll really enjoy it. But it turns him into Funguy. You can now recruit Funguy and get the treasure he was guarding, a Forest Charm.



Lisa's Father in the Forest

Following the tip from Lisa in Termina, you should go hunting for her father in the Shadow Forest before heading to Viper Manor. You'll find a lot of useful materials and items on the way.

Lisa's Father is camped in the cave under the waterfall. You can't open the treasure chest behind him until you find him a rare mushroom. Exit the cave and continue through the forest to the hollowed tree.

Deep inside the hollowed tree is a young person in distress. The situation depends on your actions in Another World. In the same version of this cave over there, if you plugged the hole with the boulder to stop the bugs from hopping out, then the boulder will be covering the hole in this world too. Find a bug sitting still under the water on the right side of the tunnel. Running at it scares the bug into a hole below the boulder. A father will hop out. In thanks, he will give you the **Mushroom**.

If you did not cover the hole with the boulder in Another World, then it won't be covered here either. In this case, the young person will be cornered by a Wraith. Defeat it, and the father will emerge from that hole where he was hiding.

VIPER MANOR RUINS (HOME WORLD)

ENEMIES

None

ITEMS

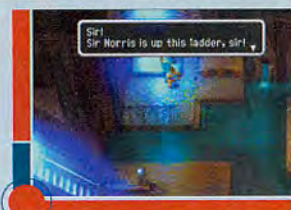
Mythril Helmet

ELEMENTS

None



Get inside through the well



Use the sewers to climb up under the ruins



Find Norris in the prison

The Investigation

The guards at the manor recognize Lynx and will let him pass. In the courtyard, Radius and Harle discuss the disappearance of the Dragoons. Speak to the guards searching the grounds to hear some clues about the El Nido Triangle and Sky Dragon Isle in this world.

You must go underground to enter Viper Manor. Go down through the well, ascend the steep bank next to the Porre guard, then enter the tunnel from which the stream flows. You'll be unable to fully investigate the sewers under the manor, so you'll have to return after the Porre Army has left, much later in the game. Climb the ladder in the upper-left corner of the room, emerging in the manor basement.

In the prison area, go to the door on the far right, where guards are stationed. Inside the room, Sir Norris recognizes Lynx, although he can tell that there's something different about the cat man. Radius and Harle will smooth things over. After revealing that the Dragoons disappeared in the Dead Sea three years ago, Norris will join the party. He is an exceptional fighter, and will benefit the party in many Boss fights when properly equipped.

Home World to Explore

The scene shifts back to Termina, where Norris has a boat waiting at the docks. You now have the means by which to explore the world. While many areas have items to find, this chapter follows only the events of the game. You should consider exploring places such as Viper Manor Bluffs and Guldove. Use the "Maps" section to determine what spoils are available, and check out the shops in the floating city.



A boat is available in Termina.

EL NIDO TRIANGLE (HOME WORLD)



Explore under the ocean





Descend into the depths



Fight for the Star Fragment

ENEMIES

Schoolmates (Blue) 
Puffy (Yellow) 

ITEMS

Mythril (x2)
Star Fragment

ELEMENTS

None

Underwater Adventures

After hearing clues at Viper Manor and at Guldove, you should be eager to investigate the El Nido Triangle. Move your boat out to the middle, search until options become available, and descend into the depths.

A strange air dome allows your party to explore underwater. You'll find lots of Mythril items in the chests. Move through the first area to the back, where you can climb down even further. Don't underestimate the fish enemies in this area; they can be challenging for your current party. You'd do well to have Radius and Zappa along for the ride.

In the center of the bottom area is a cave surrounded by a half-dozen sealife enemies. Be prepared to fight them all off, and then open the treasure chest in the cave. The **Star Fragment** item helps you recruit an important character, as described next.

SKY DRAGON ISLE (HOME WORLD)



Search the chest to bring out the alien




Defeat Starky's Mega form



Catch the little alien

ENEMIES

MegaStarky (White) 

ITEMS

None

ELEMENTS

None

From Outer Space

Speak to the tourists at the base of Sky Dragon Mountain. They all talk of a strange monster at the top that only attacks those who have a Star Fragment. Now that you have one, you can see what the ruckus is all about.

At the top of the mountain, a small creature will scurry away from a treasure chest in the center. The chest is a trap. As soon as you open it MegaStarky will appear, demanding your party's Star Fragment or your lives.

BOSS FIGHT — MEGASTARKY



HP: 2800

Innate: White

Attacks: Raydiation, Meteorite, MeteorShower

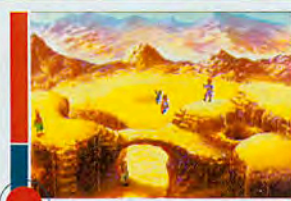
Tactics: Make sure that your other characters have black Elements allocated, and use them well. MegaStarky does blistering group attacks that should make you wince. Use a Diminish as soon as possible to avoid dying when it casts Elements. Try to summon FrogPrince, use your Turn Elements, and try all the usual jazz. Mostly this battle just requires that you outlast Starky, so be ready with RecoverAll Elements and the like.



STARKY

After the battle, chase the little alien pilot all around the area, trying to catch him by pressing the X button. When accomplished, Starky will join the party. Leave the mountain and return. A man standing near the stairs will give you the **Our Favorite Martian Frame**.

EARTH DRAGON ISLE (HOME WORLD)



Find the passage in the quicksand



Explore the caves



Find the obstruction

ENEMIES

Fossicker (Yellow)

ITEMS

Mythril(x2)

ELEMENTS

Capsule(x5)

The Lost Expedition

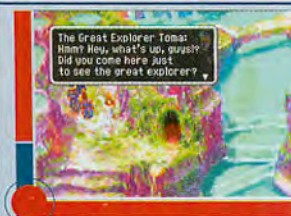
A group of explorers is trying to figure out how to get below ground. If you visited Earth Dragon Isle in Another World, then you know the entrance is beneath the quicksand. The group will freak out as your party sinks into the ground.

In the caverns below, there are chests containing Mythril materials. You have to make more than one trip though, because the entrance dictates that you must slide one way or the other once you enter.

At the bottom of the area, the party will find a large object blocking the path. There's not much more to do here now, so return to the surface using the sand boil (the big hole that geysers occasionally).

Back on the surface the captain will be thrilled at what you've discovered, and promises to work on getting that obstacle moved.

MARBULE (HOME WORLD)



Speak with the Great Explorer Toma



Spend the night in Marbule



Follow Irenes to the S.S. Zebess

ENEMIES

None

ITEMS

None

ELEMENTS

None

A Haunted Island

Ghosts inhabit Marbule in the Home World. Speak to the Great Explorer Toma to find out what has happened. He answers a wide range of questions about the wandering spirits, Marbule, and the Dead Sea. Take his advice and stay the night in the first hut.

You hear voices during the night. Elect to check out the disturbance, and Lynx will find a mermaid crying. She runs off, and Toma has some more explanation. What a helpful chap!

The following morning, the mermaid Irenes leads you to the S.S. Zebess.

S.S. ZELBESS



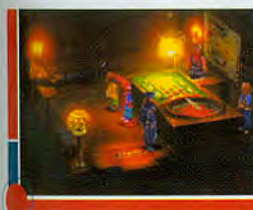
Meet Fargo in his quarters



Find the Sage near the hold



Watch the magic show



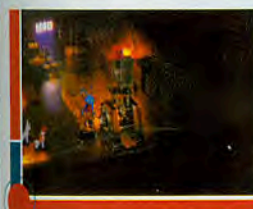
Gamble with Fargo



Notice strange things at the Inn



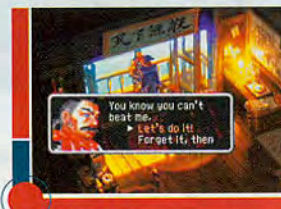
Get turned into cats



Steal the handle



Find Sneff and get changed back



Challenge Fargo again



Chase the Sage of Marbule



Find the folks on Nikki's boat

ENEMIES

Sage of Marbule(White)

ITEMS

Compass Game Prizes
Handle
Monster Mouth Frame
Frypan Ag47
Fiddler Crab
Grand Slam Items

ELEMENTS

None

A FAMILIAR OLE' BOAT

The events described in this chapter only occur if you have previously visited Marbule. Whether or not you've spotted Irenes there doesn't matter.

Fargo's ship in this world has a different name, and a different purpose. Talk to the passengers on the deck and you'll learn that the ship is a pleasure cruiser. The demi-human servants aren't allowed to speak, and they seem to prefer it that way. The Magical Dreamer's boat is attached to the Zelbess. This world's Nikki and company are the entertainers of the cruise liner.

Go below decks and head all the way back to the captain's quarters. On the way, notice the kitty who gets into the locked kitchen through the floor duct.

In Fargo's cabin, you'll witness an uncomfortable scene between Fargo and Irenes. This scene will be longer and more detailed if you saw Irenes at Marbule.

Climb down to the second level and head toward the hold. A sailor guards the door to the Grand Slam and won't let you through without Fargo's permission. Go through the door directly beside the guard. An old demi-human will ask you to get through. If you visited Marbule in Another World, you should recognize him as the Sage. But ask him about it, and he will lie to your face that he isn't. Outside, the guard lets him through to the Grand Slam. You must get Fargo's permission to follow the Sage.

Stop into the Bar on your way back. Approach the stage and a sniffing old magician named Sneff will start a show. He turns Jill and Jack into a couch and a cat, but gladly changes them back. At the far end of the lower floor is an Inn. You can rest a while for 100 G, if you need to.

Return to Fargo's cabin and ask for his permission. He'll let you go in the Grand Slam if you beat him in the Vegas Casino. If you lose, he'll take your boat and you can't leave the Zelbess.

The Vegas Casino

Situated directly below Fargo's quarters, the Vegas Casino has only one game to gamble upon. This game is a form of roulette, but the wheel is the ship's compass. Fargo clears the room, including old man Sneff, who's run up quite a debt.

The game that Fargo challenges you to, Sudden Death, seems rigged. Fargo will always get North. You may be lucky and get North, East or West a few times. But after a turn or two, you'll hit South.

Now that Fargo has your boat, you can't leave. You may as well hang around the casino and play a few more rounds of the regular game. You get prizes if you reach a good number of points before losing.

CHEATING THE COMPASS

The compass spins too quickly for you to keep up. Press the pause button (Start) several times as it spins. Keep doing so until the needle stops a little past South. Then unpause and hit X very quickly. The needle should go around once more, and then it will land on North. Try this a few times, get good at it, and you should be able to get the top prizes.

TIP



COMPASS GAME PRIZES

RANK	POINTS	PRIZE
1st	10,000	Rainbow Shell, then Denadorite
2nd	5000-9950	Mythril
3rd	1000-4950	Iron
4th	500-950	Bone

The Fix Is In

Once you've grown bored of the casino, the ship, and the whole shebang, retire to the Inn. Your characters notice something odd upon entering. The innkeeper comes down a ladder from a hidden room above, and he doesn't want the cat going up there. If only you were as small as a cat...

Back in the bar, Sneff is just about to start his magic show, beginning with his cat transformation trick. He'll choose your party as volunteers, and then turn the whole party into cats. Return to the Inn and sneak up the ladder. You can find the innkeeper working some sort of machine that spins the compass on the casino table. The game is rigged! As he goes to eat his lunch or whatever, inspect the machine and steal the **Handle**. The compass game will now be fair.

While you're still in cat form, go up to the kitchen and sneak in through the same hole you saw the kitty go in. Talk to the other cat to get the **Monster Mouth Frame**, and get a **Frypan Ag47** out of the trunk in the back. You can also visit Nikki's ship by crossing over the wire of the mobile platform. In the two dressing rooms there you'll witness a few interesting scenes. When finished, return to the bar, only to find that Sneff's show is over. No problem—just crawl through the kitty hole into the dressing room. There, Sneff will change you all back to your regular selves. Now it's time to get revenge on Fargo.



Only cats can enter the kitchen.



Follow the Sage from portal to portal.

In the captain's quarters, Fargo is having yet another terse conversation. This time, Nikki, the lead singer of the Magical Dreamers, is realizing the startling truth about Fargo. After the singer leaves, challenge Fargo to another game in the casino. This time Fargo goes first and loses. Now you've got your boat back, and access to the Grand Slam.

Between the cannon ports, the Sage will play a sort of game with you where he ducks in and out of the ports, always going in one while your party's coming out the other. Just keep after him and he'll finally confront you inside. Ask him about the Dead Sea and threaten to use brute force.

BOSS FIGHT — SAGE OF MARBULE



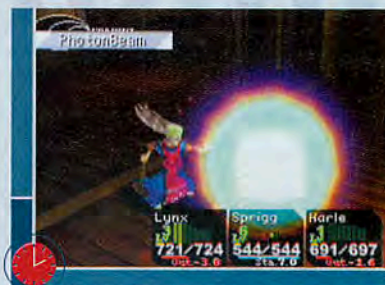
HP: 1500

Innate: White

Attacks: Turn Elements
Elements

Tactics: The Sage employs the same tactics that have made so many of your battles much easier; he casts a Turn Element, then smacks the character with an Element of the opposite color. In Lynx's case, he will be extremely effective due to his innate. You'll want to use Diminish, Weaken, and Strengthen Elements, all in a row if possible. Hit the Sage with the same—Turn Elements, Black Tech Skills, and maybe a Summon. You don't have any characters right now who can perform a Double Tech Skill, so hopefully you haven't come to rely on those too much. This is one battle where it actually doesn't hurt to have two characters of the opposite innate in the party, such as Lynx and Harle.

After the fight, the Sage gives your party much respect (finally!) along with the **Fiddler Crab**. This item opens Death's Door, the entrance to the Dead Sea. Additionally, Nikki will stop by and invite your group back to his boat.



The Grand Slam

You must be very curious about this Grand Slam contest by now. This is an event where a bunny-girl named Janice commands three monsters she has trained to fight three monsters of your choosing. At this point in the game, your pickings for monsters may be a little slim. You have to use your toughest monsters in every round. The problem is that you can't reuse them in the next round! So your choice of monsters becomes gradually weaker.



Janice is a little cheater!

To make things worse, Janice is cheating like crazy. She's worse than Fargo! Her monsters attack so many times in a row you'll be screaming for vengeance. All her monsters have about twice their normal HP, and take significantly less damage than such opponents would anywhere else in the world. You might be able to win the first round, and possibly the second, but there's no way you can go three rounds unless Sprigg's had extremely good luck attaining new forms to Doppelgang. You may have to wait until much later in the game to return and defeat Janice and her minions.

What's the point of the Grand Slam, you ask? Aside from avenging tons of frustration over Janice's cheating, there are prizes to win for each round, and a good new character to recruit. You get a better prize each time you win, and Janice will insist on joining your party if you defeat her three times in a row. She's a good fighter who swings a carrot like nobody's business. Use the tables below to determine when you have the monsters available to defeat Janice. You'll want to get the same monsters, and better!

GRAND SLAM MONSTERS

1ST ROUND	2ND ROUND	3RD ROUND
Gloop (Blue)	Gobledygook (Red)	AirFrame (Black)
Taurinator (Red)	Cybot (Yellow)	Cassowary (Yellow)
Beeba (Yellow)	Spearfisher (Blue)	Cuscus (Green)

GRAND SLAM PRIZES

1ST ROUND	2ND ROUND	3RD ROUND
Stamina Belt	Resistance Belt	Dreamer's Scarf



TIP

THE DOPPELGANG CONNECTION

The trick is to equip Sprigg with her Forget-Me-Not-Pot, found in a different area later in the game. This item raises Sprigg's chances to assume the forms of the monsters she finishes off in battle. Then, go around and fight all the toughest monsters of the game, letting Sprigg finish them off. To save time, go to the Bend of Time. This is a circular ring of small islands northwest of Marbule, and isn't listed on the map until you find it. Boat to the islands and press X until the screen goes all wavy. You'll enter a special battlefield where you can simply run from booth to booth, fighting monsters of all kinds. Let Sprigg finish them all. The same monsters Sprigg can Doppelgang can be used in the Grand Slam, and then you can beat Janice with ease.

NOTE



SNEFF

You can recruit Sneff at this point. Return to the Vegas Casino and watch how he cleans up on the compass game. Follow him back to his dressing room, where he will offer to join. Recruiting Sneff is good if you have recruited Guile previously. The two perform a Lv.7 Double Tech Skill that is as awesome to behold as it is powerful!

NOTE



IRENES

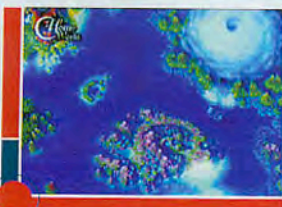
If you heartily agreed to help the Magical Dreamers, then Irenes will offer to join your group.

Magical Dreamers

Remember to take Nikki up on his invite. Return to the deck and climb the mast. The pulley platform will take you to the back of Nikki's ship. Enter the dressing room on the bottom floor.

Nikki unveils the group's plan to clear Marbule of ghosts and return the demi-humans to their rightful home. Your decision to help or not doesn't matter—you've been drafted!

DEATH'S DOOR (HOME WORLD)



Pilot your boat to the Dead Sea and use the Fiddler Crab



Find the Masamune blocking Death's Door

ENEMIES

None

ITEMS

None

ELEMENTS

None

Masamune, Legendary Sword of Evil

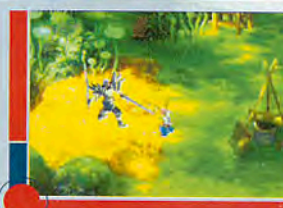
Outside the area marked Dead Sea, park your boat and use the Fiddler Crab given to you by the Sage of Marbule. The land caves away and the mist recedes, displaying Death's Door.

Upon docking, Radius takes over, whether he's in your current party or not. The Masamune is planted in the way, radiating an aura of evil. But never fear, Radius knows just what to do.

HERMIT'S HIDEAWAY (HOME WORLD)



Boat to Radius' Home



Relive tales of Garai



Find the treasure chests inside

ENEMIES

None

ITEMS

Garai's Keepsake
Resistance Ring
Energizer Suit

ELEMENTS

None

The Tale of Garai

Board your boat and head for Hermit's Hideaway. Radius retrieves something called **Garai's Keepsake** and tells of his days of comradeship with the late, great Garai. While here, you can also go into Radius' home and collect the **Resistance Ring** and the **Energizer Suit**.

ISLE OF THE DAMNED (HOME WORLD)



Maneuver through the bones



Use Garai's Keepsake on the mirrors



Face the wrath of the dead

ENEMIES

WillO'Wisp (Red)
Dead Head (Black)
Dead Beat (Black)
WightKnight (Black)
Airframe (Black)
Garai (White)



ITEMS

Carapace, Golden Tiara, Einlanzer

ELEMENTS

Inferno, Earthquake

Bones Piled High

Travel to the Isle of the Damned and disembark. There are plenty of items on the isle, including the holy sword you came for. To get the items, you must unlock the blacked-out doors. To "open" a door, get the WillO'Wisp's attention and have it follow you to a door. Then when it's directly in front of the door, fight it. After defeating it, it explodes into flames, burning the doors in the process. You can now pick up the items inside. Follow the same technique for the other doors and the suit of armor. (Note that this doesn't work with the mirrors.)

Using Garai's Keepsake at any mirror will allow you to pass through. However, many of the mirrors are warp points that take you back and forth between two screens. The direct route, from the beginning, is to run down the middle of the skeletal ribcage. In the next screen, go through the mirror using the Keepsake. You will find the grave of Garai through the central cave in the next area.

Tombstone of a Titan

Unfortunately, the tombstone is engraved with the names of your party members. The ghost of Garai rises, craving vengeance for the past. Looks like the only way you're getting the Einlanzer is to put this ghoul back in his grave.

BOSS FIGHT — GARAI



HP: 1987

Innate: White

Attacks: WillBreaker, TripleCut

Tactics: This will be a hard fight without Harle in your party. In fact, it's a hard fight even with her in it! As soon as possible, use her MoonShine Tech Skill to protect the party. Garai uses some of the most devastating attacks you've yet witnessed, powered by two giant swords. Even with Harle's protection, Garai's WillBreaker attack will level a black innate character like Lynx in one blow.



Since Garai only attacks with Tech Skills, you can make this crazy fight a bit easier by using Elements like Weaken, Strengthen, HiRes, LoRes, Nimble, and Numb. You have to prevent Garai from being able to decimate your characters in a single blow, while boosting your party's ability to attack.

Following the battle, you gain the **Einlanzer**.

THE DEAD SEA (HOME WORLD)



Navigate the frozen sea



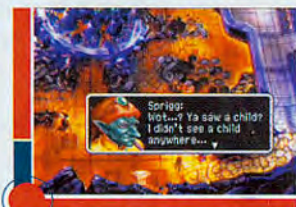
Defeat the Highwayman



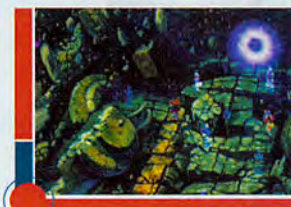
Find the control room



Make the ghost drop the Station Pass



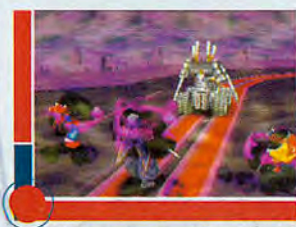
Follow the ghost children



Find the time vortex



Defeat a family friend



Return to Another World

ENEMIES

Geos(Black)	
Highwayman(Black)	
Robo Ducky(White)	
Gremlin(Green)	
Mannequeen(Yellow)	
Tragedienne(Red)	
Miguel(White)	

ITEMS

Screw(x2)
Mythril(x4)
Resistance Belt
Kung-Fu Shoes
Earring of Light
Stamina Ring
Feather(x2)
Trashy Tiara
Station Pass
Prop Sword
Medical Book
Screwy Dress

ELEMENTS

AntiRed, AntiBlue, AntiYellow,
AntiGreen, Capsule(x5), FreeFall,
Purify, HolyLight, HealAll, CurePlus,
SealAll, HellBound

Frozen in Chaos

With the Einlanzer, your group can now pass beyond the Masamune at Death's Door. What lies ahead is a startling picture.

The Dead Sea depicts an event frozen in time. A city is being destroyed by the sea, and yet, not. The moment of apocalypse seems to have been postponed, indefinitely. But this works out great for your party, since you can now walk across the solidified waters! Make sure you venture slightly off-path to open the treasure chests.

Highway Ruins South

Navigation in this area is a bit tricky, so make sure you use the "Maps" section for help. You should open all the chests in this area before challenging the engine of destruction blocking the upper highway.

BOSS FIGHT — HIGHWAYMAN



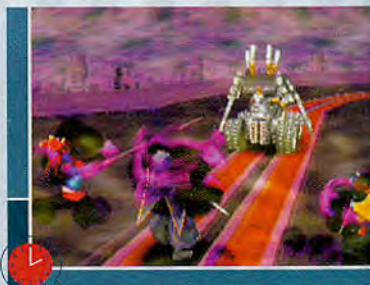
HP: 2000

Innate: Blue

Attacks: Exhaust Gas
Rampage

Tactics: The giant robot emits a cloud of gas that causes Darkness, reducing your character's hit percentages by half. You can compensate slightly by equipping your characters beforehand with accessories to raise Hit Percentage, such as Silver Loupes and Sight Scopes. Since the ExhaustGas attack usually doesn't occur until round two, spend your first round powering up with physical attacks and your second round casting Elements. Allocate a few BlackOuts prior to the battle as well. If you don't have any, then you'd be wise to Defend until the status wears off, except in the case of characters who aren't affected.

Blinking you isn't the mech's only attack. If the Field Effect is all black, the Rampage attack will easily kill a character whose innate is not black. Prevent this from happening by casting various colored Elements, especially white attack and white healing.



The control room is high up in the left tower.

City Ruins

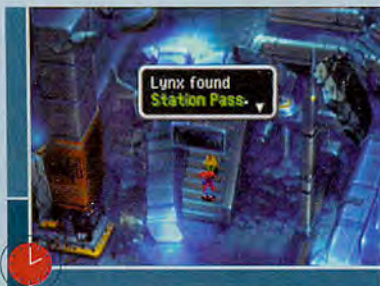
As you descend the frozen cascades, move to the bottom-left of the Area Map, to the base of the tower. Climb and enter the red-lit control room. Inside, examine the control panel with the red light. Whether he's in your current party or not, Norris will investigate the computer and get it online. The mystery of the Dead Sea deepens, but you'll have to investigate further to find more. Don't miss the partially hidden chest in the control room, which contains an **Earring of Light**.

Tower of Gheddon

At the center of all this is a strange and mysterious tower. In the multi-leveled lobby, move quickly up to the second floor. Exit through the glowing doorway to the train station area. A ghost sits on the bench in the bottom corner. Speaking to it causes the vision to rise and move toward the steps. Follow it and search the area where it disappears to find the **Station Pass**. Continue through the turnstiles to a balcony in distress, where you'll find the **Medical Book**.

Return to the lobby and move up to the top floor. On the far left is an elevator that's still active. Send it to the first floor so that you can get the **Trashy Tiara**. Exit through the upper-left hole in the wall.

A ghostly child runs off in the general direction you should head. Don't take chances in this area. If you encounter the Tragediennes, you won't enjoy it. But if you have a TrapBlackHole Element, you can use it to make things a little easier and gain yet another advantage in the game. (You should only set the trap if one of the Tragediennes announces that they have BlackHole.)



The ghost drops the Station Pass on the stairs.



Tragediennes tell you beforehand what attacks they will use.

The top of the area seems to be dressed like a stage, complete with a mock Excaliber. You should take the **Prop Sword**, especially if you recruited Pierre in Termina long ago. The next area looks like some sort of large airplane crashed inside. Follow the second ghostly child off toward the upper-right.

The mystery of the Dragoons' disappearance three years ago should finally be cleared up for you. Before approaching the swirling vortex at the end of the room, you must get the **Diminish** from the treasure chest at the far left. If you have the Diminish and BlackHole Elements, you're in excellent shape to proceed.

The Guardian of What Might Have Been

The time-space vortex takes you to an entirely different scene, with the sun setting in the distance. On the right is a device called the Enertron. It's perfectly safe to recuperate in this device, and comes highly recommended before proceeding.

At the center of this, uh... square, are the three ghostly children. Follow them off the top of the area to a large fallen bell. *Chrono Trigger* veterans will probably be going crazy with déjà vu. Examine the plaque on the left base of the bell stand to find some startling evidence. A long scene proceeds, with a conversation involving the three ghostly children. A man named Miguel emerges. He has been the guardian of this frozen time distortion, and only if you defeat him can you break the terrible spell of the Dead Sea.



The children time forgot.

BOSS FIGHT — MIGUEL



HP: 1950

Innate: White

Attacks: AntiBlack
HolyDragSwd
MeteorShower
PhotonBeam

Tactics: He may be a feeble-looking little man, but you must employ tactics wisely during this fight. Lynx is at a severe disadvantage in this battle. Having another black innate character in your group is a very bad idea. You'll want to spread out your black Elements, especially ones like BlackHole and Diminish. Be sure to equip Lynx with a Daemon Charm.

Miguel starts off by casting AntiBlack on Lynx, and it will probably work even with a Daemon Charm's protection. He follows up with StrongMinded and WeakMinded, a double-whammy TurnBlack followed by a white attack Element, and a devastating Tech Skill where he rips through individual characters with an energy blade that emanates from his hand. Sheesh!



At the start of the battle, you should use Elements such as Strengthen, Nimble, and HiRes. Using Weaken, Numb, or LoRes on Miguel will usually fail. Cast BlackHole as soon as possible, and perform Lynx's Tech Skills quickly before he dies too many times.

Midway through the fight, Miguel starts up with Element attacks. You should use a Diminish to preserve your party through this period. When Miguel begins to sag, you must finish him off quickly or he will cast HolyLight. If you have the appropriate Trap Element, you should set it to capture this amazing Element. Doing so certainly makes surviving a little easier!

The Wormhole Restored

As the Dead Sea is destroyed, the party will be rescued and deposited on Marbule. Following this, the wormhole at Opassa Beach is now back in working order. There is also a second wormhole in Home World's version of the Hydra Marshes, which leads back to Sprigg's home in the Dimensional Vortex.

Return to Opassa Beach and cross over. Upon reaching Another World, a kid on the beach is being attacked by Lynx's Shadow Cats. Seeing their master, they become confused and retreat to Fossil Valley. Stop by Arni, which is now practically deserted because the citizens are all hiding. You can get the Rainbow Shell from the untended cart in the middle of the square.

TERMINA OCCUPIED (ANOTHER WORLD)

ENEMIES

None

ITEMS

Tear of Hate

ELEMENTS

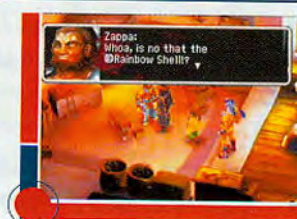
None



Meet the Dragoons in the bar



Choose Zoah or Karsh



Talk to the other Zappa



Meet Norris while leaving

TIP

DENADORITE ITEMS

The Denadorite set of items is now available to be forged, so you should upgrade the weapons and armor of your most-used characters.

Martial Law

Things are not well in the port city. The Porre Army has finally invaded, as was feared all along. All economic activity has been suspended, except for Zappa's Smithy and Lisa's Element shop.

First, go into the bar. The bartender recognizes the party, and lets them into a back room. Guile is hiding out back here, but he won't rejoin the party yet. Search the back left wall to enter a secret room, where Zoah and Karsh are planning to retake Viper Manor. Inside, Lady Riddel must be rescued from the Porre Army. You may choose one of the Devas to accompany you to Viper Manor. **Take our advice, and choose Zoah.** The reason why will be explained soon. Afterward, Karsh hands Lynx the **Tear of Hate**.



One Stubborn Smithy

At Zappa's, the Porre Army is trying hard to close the shop, but the intimidating blacksmith isn't budging. As the guards run in terror, speak to Zippa and Zappa. If you have a Rainbow Shell, the smith will claim to have the ability to make fantastic weapons out of it.

TIP

MULTIPLE CHARACTER FREAK OUTS

Place Zappa in your party and speak to the other Zappa. The freak-out here is minimal, but you'll hear an important clue about the ability to forge Rainbow items. Place Van in your party and speak to the other Van, and his father Gogh, who can both still be found at their mansion at the end of town. With Funguy in your party, visit the room behind Lisa's Element shop. If Norris is in your party, the other Norris will do a double take when you're leaving Termina. Every chance you get, visit a character in one world whose double from the other world is in your party. Sometimes they'll give each other presents!

RESCUE AT VIPER MANOR (ANOTHER WORLD)



Sneak past the Porre troops



Find Norris in the parlor



Bridge the sewer



Slow the sewer water



Squash the Roachster



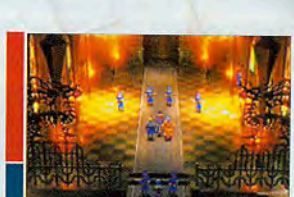
Release Fargo



Save Riddel



Defeat Hell's Cook



Engage the Porre guards



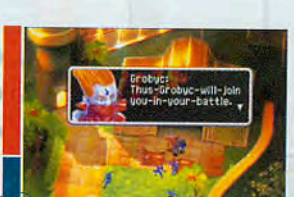
Prove to Grobyc who's stronger



Smash the Guillot



High jump from the library



Recruit Grobyc



Return to Viper Manor for the last time

ENEMIES

- Lantern Jaw (Red)
- Spearfisher (Blue)
- Roachster (Blue)
- Porre PVT (White)
- Hell's Cook (Red)
- Grobyc (Black)
- Guillot (Yellow)



ITEMS

- Prison Key
- Humour
- Dendorite
- Magic Seal
- Viper's Venom
- Rainbow Shell

ELEMENTS

- Deluge
- Nimble

A Daring Assault

The Porre Army has taken residence in Viper Manor. The guards at the gate recognize and will admit Sir Lynx.

As soon as you're inside the manor, find Norris in the parlor on the first floor. If the Norris from Home World is in your party, they will sort things out. Either way, Norris doesn't agree with what Porre has planned for Riddel, and gives you the **Prison Key**.



TIP

ZOAH'S TOSS&SPIKE TECH SKILL

Return to Zoah's Room on the opposite side from Norris' position. Remember that chest he wouldn't let you open? Well, if Zoah is in your party like we suggested, rearrange the party order so he's at the front. He will claim his Lv.7 Tech Skill from the chest. That's why he's the better candidate to take with you to the manor, since his Toss&Spike is so easy to find.



WARNING
NOTE
TIP

DISLODGE THE TREASURE

From the room where you tip the barrels, go out through the corridor to the far right. You wind up behind the bars close to the well in the manor's courtyard. A bug sits on top of a treasure chest. Press X several times to rattle the bars. The bug jumps off, knocking the chest into the water. You can come back later via the well in the courtyard and get the powerful Deluge Element from the chest.

Viper Manor Sewers

On the floor below, there are two entrances to the sewer system beneath the manor. One is the grate in the hallway, and another is in the back of the kitchen. At first, which entry you take doesn't matter. The current of the water below is too strong, and you'll be swept downstream.

The room you arrive in must be crossed back to the left to regulate the current in the previous area. There are two barrels in the top portion of the room that you must push into the stream. These will bridge the gap that gives you access to the control room. Tighten the valve, and the current will be slowed. Now you just have to use the ladder to get back up to the prison area, and reenter the sewers from the kitchen.

Sewage Management

Once the water flow in the sewers is slowed, reenter through the kitchen. Wade across the water to the top area, where a treasure chest holds a Magic Seal. The amoeba sitting next to the chest is harmless, but is important for acquiring Luccia's Lv.7 Tech Skill when she rejoins your party later.

Float down to the lower exit from the water flow. Following this path, you cross a bridge. First, you must continue to the right, through the upper path, until you reach a valve that opens a dam far below. Return to the previous area and go under the bridge. Use the valve to open the door on the opposite side. Float down through the water and go up the stairs at the top of the screen. Follow the path all the way to the right to find a Nimble Element in a chest. Cross through the channel you opened previously, climb up to the valve, and move the last dam back into its original position. As you move toward the ladder on the far side, a giant insect creature drops from the ceiling and threatens to eat your crew.



The amoeba sitting next to the chest helps.



Open the dam far below.



Open the seal on the other side and wade through.

BOSS FIGHT — ROACHSTER



HP: 1245

Innate: Blue

Attacks: JitterBug
BugKamikaze

Tactics: This is possibly the first Boss you can use Lynx's ForeverZero Tech Skill against. Let 'em have it! Also, I'm sure you've been itching to try Zoah's Toss&Spike, if you haven't done so already. Both attacks inflict an amazing amount of damage to this overgrown pestilence. You'll probably have to use a Numb Element early on, because the giant insect does seem quite evasive. It's not an extremely difficult Boss. The worst battles are yet to come.



Breakout!

After the giant cockroach has been swatted, climb the wall to an area directly under the three cells. Can this be much of a prison, with escape routes under each cell? Anyhow, the left climb takes you to a cell where Glenn is imprisoned (only if you were able to recruit him). The kid is sleeping like a log, and won't wake up.

A terrified wimp inhabits the middle cell; unfortunately, he isn't any help. The right cell is where the pirate Fargo has been incarcerated. He's sleeping too, but the party manages to wake him. Using your Prison Key, he escapes and imprisons the guard. Leave Fargo's cell and head **right to the room** at the end. Use the Record of Fate before entering, because a series of intense battles is about to begin. Make sure that you have blue, white, and green Elements allocated to all your characters, as well as plenty of Heals and Revives.



Under the prison cells.

BOSS FIGHT — HELL'S COOK



HP: 2800

Innate: Red

Attacks:
Red Elements

Tactics: Inside the torture room, the evil version of Orcha is just about to go to work on Riddel. He doesn't like his meals interrupted, and squares off against the group.

The evil cook uses a lot of physical attacks, and increasingly harder red Elements. Halfway through the fight, he uses his SpiceOfLife Tech Skill to restore anywhere up to 200 HP. This Boss isn't very hard either, so the best tactic really is just to bombard him with Lv.5 and 7 Tech Skills, plus strong blue Elements like IceBlast and Deluge.



Robots of Carnage

The scene shifts from the prison to the lobby. Norris asks the party to distract the Porre Army while he escapes with Riddel. If the other Norris is in your party, he invites himself to return to the manor later for a gift. Riddel asks the group to stop by Hermit's Hideaway, where she is now headed. That's two new goals to keep in mind. You cannot leave the manor, so head up the stairs to the throne room.



Clash with the Porre Army in the throne room.

In the throne room, Porre soldiers will surround your party. You'll fight a group of Porre PVTs, who shouldn't be much of a challenge. Disgruntled, they call in the cyborg assassin Grobyc to accomplish what they couldn't: your death!



NOTE

ORCHA

Immediately after the Hell's Cook battle, Orcha regains his normal personality. Feeling bad about the way he was used by Porre, he joins the group automatically. Orcha is an excellent fighter, and one of the few red innate characters with a Tech Skill that heals. Once his Lv.7 Tech Skill is found (talk to his brother Belcha in Home World's Arni), Orcha becomes his evil self again at your convenience.

BOSS FIGHT — GROBYC

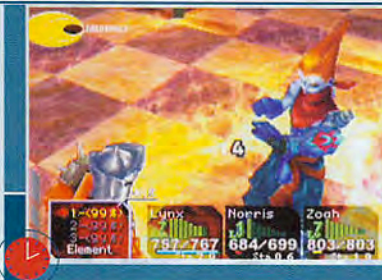


HP: 2800

Innate: Black

Attacks: RocketFist
HairCutter

Tactics: The cyborg is not extremely difficult to take down. Despite his innate color, Lynx's Tech Skills have a devastating effect on Grobyc. Zoah's Toss&Spike should also be used. If possible, use a summon element. Be ready to use RecoverAll and Heal often, as Grobyc performs some powerful single character and group attacks. Toward the end of the battle, Grobyc casts an element that enables him to physically attack a character until they're nearly dead. Pound him with White Elements such as HolyLight and MeteorShower. Any other Lv.5 Elements will help as well.



BOSS FIGHT — GUILLOT

**HP:** 1001**Innate:** Yellow**Attacks:** HatEdge

Tactics: The robot sentinel performs a duo-blade attack that causes a medium amount of damage. Pound it with green Elements like AeroBlaster and Bushbasher. Carnivore too, if you managed to trap it. If you've been following party advice throughout this chapter, you probably have Norris or Zoah in your party along with Lynx. As long as there's no innate green characters, you should be fine. If you have an innate green character, such as Karsh, make sure you pile on the defensive items. For offense, a good tactic is to cast the **Eagle Eye** element on this character and have him or her whack Guillot with two fierce physical attacks during each turn.

The first battle doesn't last long, but Guillot pursues your party into the library, where the Prophet advises your group to flee. Another battle ensues, but you can use all the same powerful green elements over again. You'll get a Mythril piece after each battle.



NOTE

GROBYC

Grobyc steps in to save your party, and the dragon keeper helps out too. Since you have proven your strength, Grobyc will automatically join your party.



Unfinished Business

You may reenter the manor almost as soon as you have departed. Be sure to have Norris in your party, and the guards will let you right through. Visit the other Norris in the parlor one more time to get the **TopShot** Tech Skill.

Remember that room in the basement with all the traps? Visit there once again. If you haven't done so previously,

take the Décor Shield off the wall and place it on the statue that's missing a shield. Go to the column on the far left and search for a hidden switch. Move the viper statue to the niche on the right wall and a passage should open up. This deactivates the booby trap, so you can now receive **Viper's Venom** and a **Rainbow Shell**.

Return to the throne room and go through the right gate, which has been blocked by a robot every other time you've visited. Across the bridge, you'll find a room with four viper statues and four niches. There's a scroll on the back wall that reads, "Respect my behind." After pushing the four statues into the four squares, approach the central chest from the rear and open it. Inside is a letter from Solt and Peppor, detailing why they've taken the treasure.



Norris gives himself a gift.



Find the switch to deactivate the traps.



Open the chest from the rear only.

HERMIT'S HIDEAWAY (ANOTHER WORLD)



Remove Harle's accessories



Recruit Riddel and rest



Visit the Pearly Gates



Recruit four members on the S. S. Invincible

Gathering Forces

When you have the chance, you should remove all the Elements and accessories from Harle.

Climb down the ladder into Radius' bunker. He's not happy to see Lynx, but if the other Radius is in the party, the situation will get smoothed over. Marcy apologizes and promises to behave, and Riddel joins your party now if you speak to her. Whether or not you take Riddel up on her offer to rest, Serge and Kid assault the island. Luckily, Fargo and Polly rescue everyone, and the group reunites on the S.S. Invincible.

After Lynx sorts through some feelings, go below decks. General Viper, Fargo, Marcy and Karsh or Zoah (whomever you didn't pick earlier) will permanently join your party.

The Pearly Gates

After choosing a new party, Harle takes your group to what is and is not the entrance to the Sea of Eden. She explains that you must have the blessing of all 6 Dragon Gods to enter the Sea of Eden, but you will not be able to enter from this cave. Harle asks Lynx a question, but no matter what answer you give, she will permanently leave the party when the scene shifts back to the S.S. Invincible. Any Elements, items, and accessories she possessed will disappear from your inventory.

Now you have several short side quests available to you. Descriptions follow, in no particular order. The main quest picks up again when you receive the Dragon Emblem in Guldove, described further on.



ISLE OF THE DAMNED (ANOTHER WORLD), SIDEQUEST



Take Karsh to the Isle



Confront Solt and Peppor



Receive the MementoPendant

ENEMIES

- Willo'Wisp(Red)
- AirFrame(Black)
- Dead Head(Black)
- Solt and Peppor(Yellow)

ITEMS

- Eyeball
- Mixed Bones
- MementoPendant

ELEMENTS

- Revenge

Atonement

With Karsh in your party, enter the Isle of the Damned. Make sure you collect all the items here, you haven't already. Use the same path as in Home World, and cross through the last mirror with the Garai Keepsake.

Solt and Peppor want to confront Karsh with the truth about his past. This time there is no bungling with Elements! While this seems like a Boss fight, it really isn't. They will cast ThundaStorm, HiRes, and other powerful yellow Elements. Still, they aren't very strong. With Karsh and Zoah in your party, perform the DragonSpike Double Tech Skill. That should finish off Solt or Peppor easily. You will get a **Stone Vest** and a **Stone Mail**. They humbly apologize, and will give your party Karsh's Lv.7 Tech Skill, **Axiomatic**, and the **MementoPendant**.

HYDRA MARSHES (ANOTHER WORLD)



Save Beeba from some slimeballs



Find the collapsed pit



Destroy the De-Hydrate

ENEMIES

SnibGoblin(Green)
SnobGoblin(Green)
De-Hydrate(Black)

ITEMS

Ancient Fruit
Pendragon Sigil B

ELEMENTS

None

Bee-ba Beeba's Savior

Return to the Hydra Marshes and proceed up the fungal stalks to the left. You will find a Beeba in distress. Fight off its attackers, and the Beeba will present you with the **Ancient Fruit**. The use of this item will be detailed later.

Ghost of the Hydra

Continue up the fungus stalks to the area where the explorers were studying. A giant hole has collapsed in the middle of the circle, probably due to your actions in Home World. Jump into the secret cave, and you'll be lectured about the environment as the undead Hydra rises from behind.

BOSS FIGHT — DE-HYDRATE



HP: 1042

Innate: Black

Attacks: Gravitonne, HellSoul, BlackHole

Tactics: If you bring out your big assaults, you'll find this a terribly easy battle. The trick is to reap as many spoils as possible. Equip your characters with weaker weapons so you can build Element Power without killing it in the first round. Steal from the creature to get a Daemon Charm or a HellBound element. Set a BlackHole Trap. The De-Hydrate will definitely use this Element after two or three rounds. When you've captured BlackHole, counter with HolyLight. Or, if Radius and Viper are in your party, their VitalEnergy Double Tech Skill should do the trick. You should easily destroy the monster with either of these attacks.

Following the battle and the disparaging that follows, you receive the **HydraShadow** (Steen's Lv.5 Tech Skill). Don't forget the treasure at the bottom, a **Pendragon Sigil B**.

GULDOVE (ANOTHER WORLD)



Defeat Orlha in combat



Show the Emblem to Diera

ENEMIES

Orlha(Blue)

ITEMS

SapphireBrooch
Emblem

ELEMENTS

None

Siege of the Floating Town

When you arrive in Gulдове, Orlha is single-handedly fending off several Porre soldiers. If that doesn't make you want to recruit her...

BOSS FIGHT — ORLHA



HP: 1800

Innate: Blue

Attacks: Multipunch,
PunchDrunk, Blue Elements

Tactics: Don't be hypnotized by her beauty. Orpha performs martial arts Tech Skills that hurt. She will also cast Deluge, IceBlast, and Iceberg, freezing party members and causing the Flu. Allocating a few Medicine consumables beforehand might be a good idea. Give all your characters lots of powerful Lv. 4, 5, and 6 red Elements, too. Karsh and Zoah's Double Tech Skill is recommended as well. Avoid using an innate red character in this battle; Orpha will take them down first, and hard.

Following the battle, Orpha still doesn't believe you're the good guys. She won't join up now, but she gives her **SapphireBrooch** so that she can be recruited later.



Symbol of the Dragon Shrine

While in Gulldove, go the Dragon Shrine. With the Tear of Hate, you are allowed entry to see Direa. Show her the Tear as well, and she gives you the **Dragon Emblem**, along with the directive to visit the shrine in Serge's Home World.



TIP

Level 7 Tech Skills

Starting now and moving forward from this point, you can find the Lv.7 Tech Skills for a lot of your characters. You can find more and more as events are continually triggered. Refer to the "Characters" chapter to see how to beef up your party, and prepare for the finale.

MARBULE (HOME WORLD), SIDEQUEST



Have Fargo meet Fargo



Break the seal of the Invincible



Clear the monsters off Marbule

ENEMIES

Lagoonate(Blue)
Mantarrey(Blue)

ITEMS

None

ELEMENTS

None

The Forgotten Cause

Hopefully, you've been thinking about your unfinished business in Marbule. It's time to help the demi-humans reclaim their home, and to heal the racial rift in at least one world. This short adventure is optional, but must be completed before beginning your quest to gain the approval of the 6 Dragon Gods.

Place Fargo in your party and go visit the other Fargo on board the S.S. Zelbess. This triggers a long sequence of events, where your Fargo takes over the ship and steers for Marbule. Nikki and the Magical Dreamers perform the Song of Marbule, and all the ghosts on the island are made physical. Leaving the ship, Fargo acquires his Lv.7 Tech Skill, Invincible. Equip him with it immediately, and chase the monsters out of Marbule!



The Magical Dreamers awaken the sleeper.

Seek out and defeat every Lagoonate and Mantarrey on Marbule. Continue battling all the way into the cave at the back. Upon clearing the Area Map, you'll hear a growling from another dimension. Now you're truly ready to begin the quest to defeat the 6 Dragon Gods!



NOTE

Miki

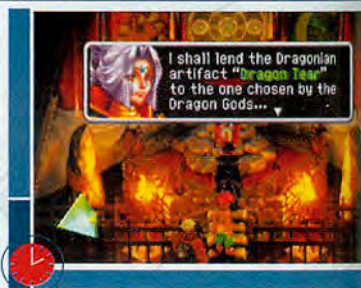
By returning to the dining room in the Zelbess, you'll find that Dynamite Dancer Miki has become bored and wants to see the world with you. This is great if you recruited Nikki earlier, since they will be able to perform the healing Double Tech Skill, "Flamenco."

DEFEATING THE 6 DRAGON GODS

Return to Guldove in Home World. Use the Dragon Emblem to gain access to the Dragon Shrine. Direa is no longer the Shrine Maiden in this world. She has passed on and Steena has accepted her duties. Steena makes your goal clear; you must find and conquer the 6 Dragon Gods, spread across both worlds. When you have the approval of all six, return to Guldove and Steena will give you the **Dragon Tear**.

To begin your quest in earnest, you must travel between worlds back to Sky Dragon Isle. At the top of the mountain, the Sky Dragon invites you to return after gaining the approval of the other Dragons.

The Dragon Gods are examined by apparent difficulty. Prepare for some tough times ahead! Find an Inn to rest up at after every battle, and be sure to save following each victory. Once you've overcome the might of a Dragon, you won't want to have to try again!



Steena offers her challenge.

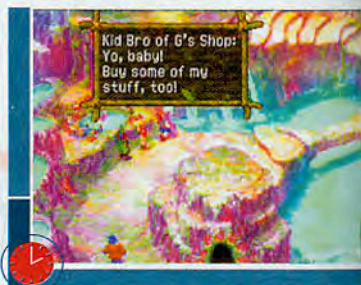
TIP

FARGO THE PILLAGER

Take Fargo into all your battles with the Dragon Gods. He can steal awesome items from each, but you have to try it at a certain point in each battle. If thievery fails, run away and try again. Check each strategy for exactly when to steal!

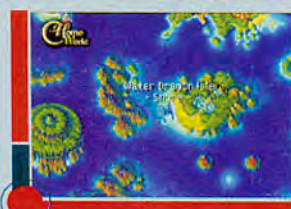
Balance your party for each battle. Lynx must be in all battles, but you can balance your group by having a character whose innate matches the Dragon's, and a character whose innate is opposite. Be sure to allocate Elements before each challenge. Give all your characters Elements that will be strong against the Dragon. Whatever party you choose, all characters *must* have no less than Denadorite weapons and armor.

Most of the Dragons use a very powerful Element at some point during the battle. To prevent your party from succumbing to this attack, purchase plenty of Trap Elements of all types in Marbule (Another World) before beginning this quest. Not only will this make the fight easier, but you'll collect the most powerful Elements as well!



Some powerful Trap elements.

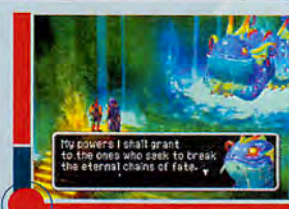
THE WATER DRAGON



Return to Water Dragon Isle (Home World)



Fight through creatures of the sea



Prepare for and fight the Water Dragon

ENEMIES

Lagoonate(Blue)
Mantarrey(Blue)
Sidesteppa(Blue)
Water Dragon(Blue)

ITEMS

Blue Relic

ELEMENTS

BlueWhale

Blue God

The Water Dragon is easily the weakest of the Dragon Gods, and the one you should start with. Return to Water Dragon Isle in Home World, where the party has met the big blue beast previously. Fight your way through blue innate creatures into the cavern at the back and all the way down. Blue Elements used for attack will heal the Water Dragon, so remove them from your characters' Grids prior to the fight.

BOSS FIGHT — WATER DRAGON



HP: 2800

Innate: Blue

Attacks: TsunamiBeam, Deluge, Iceberg

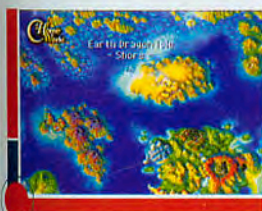
Tactics: Build everyone's Element Power to full, then launch everyone's Tech Skills. Since the dragon casts Deluge often, make sure you bring along lots of Medicine consumables so that everyone's stamina keeps recovering. Set a Trap Element to catch Iceberg.

At the midpoint of the battle, after you've caused a few thousand HP damage, but *before* the Water Dragon sags, have Fargo steal the **Blue Plate**. Then finish off the dragon with high-powered red Elements like Volcano, Inferno, and MagmaBurst.

Following the battle, you'll receive the **Blue Relic**. Whew, just five more of these to get!



THE EARTH DRAGON



Go to Earth Dragon Isle (Home World)



Blast some Rockroaches



Jump into the sand boil



Fight the Earth Dragon

Rock Blasting

Dock at Earth Dragon Isle (Home World). If you visited here previously, then the archaeologists have blasted the obstruction out of the passage down below. (Otherwise, you'll have to come back later.) Confer with the man near the cave to get the **Explosive**.

In the next chamber, move to the Rockroach at the right edge. Set the Explosive, and the creature plugs the geyser hole underneath. Descend and speak with the researcher near the moving Rockroach. Listen to his observations, then wait for the monster to move near the edge closest to the geyser below. Attack it there and push it, or you can use the Explosive to blow it into the hole below. These creatures can be a bit rough, but you'll do well with Karsh in your party.

Descend to the lower level and attack the last Rockroach near the third sand boil. When you defeat it, simply push it into the hole. Climb back up and jump into the center boil, which puts your party on the ledge connecting to the Earth Dragon's chamber.

At the Record of Fate, prepare your party and save. If you're taking an innate green character into the fray, accessorize with items that protect against status effects. Make sure you allocate everyone with green Elements.

ENEMIES

Rockroach (Yellow)	
YellowBelly (Yellow)	
Earth Dragon (Yellow)	

ITEMS

Explosive
Denadorite(x2)
Yellow Relic

ELEMENTS

ThundaSnake



This Rockroach is easy to blast.



When this Rockroach is near the edge, attack.

BOSS FIGHT — EARTH DRAGON



HP: 3100

Innate: Yellow

Attacks: GiddyBreath,
Earthquake

Tactics: Have Fargo steal the **Yellow Plate** at the start of the battle. Launch everyone's Tech Skills, then pummel the creature with Green Elements such as Tornado and AeroBlaster. Set a Trap Element early on to catch Earthquake. If things are running long, start casting green Elements like crazy, and cast FrogPrince. That should definitely get the Earth Dragon's attention. Following your victory, the party receives the **Yellow Relic**.



THE GREEN DRAGON



Find Beeba in the Hydra Marshes (Home World)



Fly on the Wingapede to Gaea's Navel



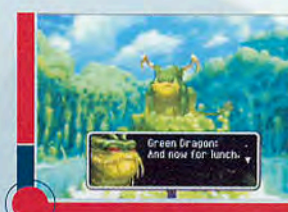
Meet Leah



Explore the entire area



Stomp Tyranno



Defeat the Green Dragon

ENEMIES

- PreyMantis(Green)
- Pterodact(Red)
- Prehysterical(Yellow)
- Tyrano(Red)
- Green Dragon(Green)

ITEMS

- Green Brooch
- Denadorite(x7)
- Green Relic

ELEMENTS

- Genie

NOTE

Leah

The little cave girl joins the party automatically. You should place her in your party immediately, because her innate is the opposite contrast of most of the monsters in the area. Don't underestimate her size; she packs a wallop!



The Secret Preserve

To face the Green Dragon God, you must reach the impenetrable island called Gaea's Navel. Doing so is like a short side quest in itself.

Go to the Hydra Marshes in Home World. Proceed up the fungus stalks to the left until a jealous Beeba attacks you. This should be a quick fight for your party. Afterward, if you don't have the Ancient Fruit, you receive it. Continue along the path until you spot another Beeba, and speak to it. This much nicer Beeba explains how to use the Beeba Flute and Ancient Fruit to call the Wingapede. Use the Flute, and the Wingapede flies your group to Gaea's Navel.

The party is deposited in a small clearing. You can return to the mainland at any point. Simply return to the spot where you were dropped, and use the Beeba Flute again. Once back in the Marshes, talk to the Beeba to get more Ancient Fruit. This is handy in case you need to go purchase some Trap Elements to use in Gaea's Navel.



The second Beeba is more helpful.

Explore the entire island, moving off to the right from where Leah joined or from the left side. The area wraps around so that you eventually return to the first area. Your mission, should you choose to accept it, is to defeat ALL enemies in Gaea's Navel. Make sure you climb up some of the trees to pillage the chests; certain enemies won't appear until you've taken their treasures. After defeating every enemy, save your game at the Record of Fate in the area to the left of the first screen. Upon your return to the clearing, you should hear a terrible roar, and a giant dinosaur attacks! This battle leads directly into the Green Dragon confrontation, without a break. So prior to this event, allocate blue and yellow attack Elements to all your characters. Also, pack plenty of Antidote consumables to cure poisoning.

BOSS FIGHT — TYRANO



Tactics: A Pterodact accompanies this prehistoric lizard, but pay no attention to the bird—Tyrano is the main enemy. Since both are innate red, use a lot of blue Elements that affect all enemies, like Deluge and Iceberg. If you can pump up your characters' Element Powers, cast three blue Elements and summon FrogPrince.

After the battle, Leah hears a roar and runs back to investigate. Your other characters automatically follow.



HP: 1600

Innate: Red

Attacks: DinoBite

BOSS FIGHT — GREEN DRAGON



Tactics: Have Fargo steal the **Green Plate** early in the battle, after the first round or so. Set a Trap Element for Carnivore soon thereafter.

The Green Dragon uses two breath attacks quite often. One damages, while the other poisons. Be sure to use Antidotes as soon as possible, because your characters can be drained quickly. The Star Fragment or the Antitoxinal Cap accessories should help prevent this. It uses GreenField to turn the Field Effect all green, allowing its breath attacks to inflict massive damage. You should have a good chance of negating this by casting a different color Element. Pound the creature with yellow Elements and Tech Skills. After the battle you receive the **Green Relic**.



HP: 3700

Innate: Green

Attacks: BadBreath, ToxicBreath, Carnivore

THE FIRE DRAGON



Revisit Mount Pyre (Another World)



Slide down the magma






Explore the new caves



Defeat the evolving Fire Dragon

ENEMIES

Lava-boy(Red) 
Hotdoggity(Red) 
FireDragon(Red) 

ITEMS

Pendragon Sigil A
Poultice Cap
Red Relic

ELEMENTS

MagmaBomb
Salamander

Dragons of Another World

Time now to return to Opassa Beach, and cross over to Another World. Three dragons down, three to go.

Pilot your boat to the Pyre Shore. Make your way through Mount Pyre to the point where Solt and Peppor were encountered long ago. Take the right branch and slide down the left lava flow. A cave has now opened up beneath the slides. Run through the tunnel and empty the treasure chests along the way. The Fire Dragon is on patrol in the final cave. When you are ready to confront it, simply approach it and speak.

Make sure that you have an innate blue character in your party (Fargo), with FrogPrince allocated. Give your entire party blue Elements of all levels. Just be sure to give everyone Elements of that color too. Using red Elements on the Fire Dragon will heal it, so don't have any of those in your Grids. Weaken Elements will do no good. Red Tech Skills should still do some damage if you want to use a red innate character.

BOSS FIGHT — FIRE DRAGON



HP: 3400

Innate: Red

Attacks: FieryBreath,
FireBreath

Tactics: This battle at first seems like a rematch from before, since the battle starts off exactly the same. However, you should avoid using your most powerful blue Elements right away. Launch Tech Skills, and use mostly physical assaults.

After a certain amount of damage, the Fire Dragon transforms. Soon after this point, have Fargo steal the **Red Plate**. Set a Trap Element for Volcano, then assault it with your most powerful blue Elements like Deluge and Iceberg. Fargo's Invincible Tech Skill should go over nicely. The pirate will be a prime target of the Dragon, being innate blue. So use Strengthen and Nimble Elements on Fargo after the Fire Dragon transforms. If possible, summon FrogPrince. That'll show 'em!

You need a lot of HealAll and CurePlus Elements, because the breath attacks are frequent and ferocious. Whatever you do, prevent the Field Effect from becoming all red. That's when breath attacks really hurt. Also, allocate Ointment consumables to heal burns so that stamina continues to recover properly.



THE BLACK DRAGON



Head to Marbule
(Another World)



Challenge the Black Dragon



Collect the Black Relic

ENEMIES

Black Dragon(Black)

ITEMS

Valencian Cloth Frame
Black Relic

ELEMENTS

GrimReaper

The Sleeper Awakens

Take a party of all non-humans to Marbule and speak to the blue person near the entrance to get the **Valencian Cloth Frame**. If you have a human in your party, the same person throws rocks at you!

If you fulfilled the quest to return demi-humans to Marbule in Home World, then you heard a growling in the rear cave. Cross the waters to Marbule in Another World and make your way through the town to the similar cave in the very rear. Inside, the dragon that has been asleep for so long has finally awakened. Run to the center and it challenges you. If you opted not to complete the Marbule sidequest, it will not be necessary to fight the Black Dragon. Simply walk up to the edge of the pool it's laying in, and obtain the **Black Relic**.

This battle is far more difficult than anything previous. The Black Dragon requires you to bring such Elements as Purify, Panacea, HolyLight, MeteorShower, and BlackOut consumables, all in quantity. Spread them out—don't let one character monopolize them all. Accessorize with Angel Charms and Resistance Belts, if you have them. Lynx must have a complete Element Grid overhaul, because most black Elements will heal the Black Dragon. And whatever you do, *do not* place a white innate character in your party. They will be dead in two rounds, guaranteed.

BOSS FIGHT — BLACK DRAGON



HP: 3900

Innate: Black

Attacks: DarkBreath, GravityBomb, Black Elements

Tactics: Early in the battle, have Fargo steal the **Black Plate**. (It's very important that you steal this armor!) Most use of white Elements during the first portion of the battle will result in the dragon casting Anti-White. Instead, use various colors of powerful Elements in the early rounds.

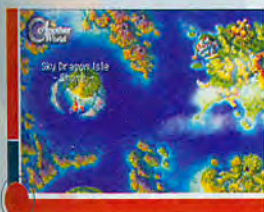
The Black Dragon's DarkBreath attack causes darkness among all your party members, lowering hit percentages and making it harder to maintain a high Element Power. Cure status effects quickly with Purify or BlackOuts.

Prevent the Field Effect from becoming all black, because then the breath attacks will be *bad*.

Set traps for Elements that it will use, such as FreeFall. The Black Dragon will use the GravityBomb attack at least once during the battle. All of your characters will be sagging afterward, so maintaining your HP at all times is essential. Try to counter that move immediately with a RecoverAll. After that, you should power back up and pound the dragon with HolyLight, MeteorShower, and every other white Element attack you have. When the big monster finally sees the light, you are granted the **Black Relic**.



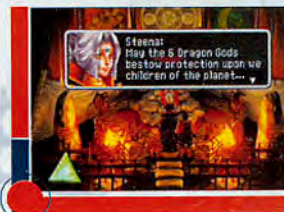
THE SKY DRAGON



Return to Sky Dragon Isle



Challenge the boss of all dragons



Take all 6 relics to Steena in Guldove

ENEMIES

Sky Dragon(White)

ITEMS

White Relic

ELEMENTS

Saints

End of the Dragon Hunt

Return to Sky Dragon Isle with the relics of the other five dragon gods. Prepare fully beforehand, because you're about to face the Boss of all dragons.

Lynx will be strong against the Sky Dragon, but he will be at a strong disadvantage in return. Equip everyone with Black Elements, and don't forget to use accessories such as Daemon Charms and Resistance Belts.

BOSS FIGHT — SKY DRAGON



HP: 3800

Innate: White

Attacks: NullState,
WhiteBreath, White Elements

Tactics: The Dragon of all Dragons starts out almost every time by casting Magnify. Since it has pretty free use of most white Elements, you'll want to counter with Diminish immediately.

Assaults on Lynx commence thereafter. You need other characters to heal Lynx. Your goal is to get him up to power quickly so he can perform ForeverZero. However, if the Sky Dragon executes a Tech Skill called NullState, you should hold off on using Lynx's Tech Skills. No attacks of any kind will damage to their full potential for a few rounds. Use this time to power up your characters, and continuously use low level healing Elements. This is also a good time for Fargo to attempt to steal the **White Plate**. Once you feel like things are back to normal, Lynx's ForeverZero should cause around 900 HP damage and FeralCats should do about 500!

When the Sky Dragon begins to lean over, beware. The god of light tries to end this battle quickly with the awesome UltraNova Element. At some point in the middle of the battle, you should set a Trap for UltraNova to catch this fantastic Element and prevent it from ending your game. Otherwise, keep pounding the Sky Dragon with black Elements, and use HealAll and CureAll after each breath attack. The battle ends at last and the Sky Dragon delivers the **White Relic**.



The Dragon Tear

Return to Guldove in Home World with all six Dragon relics. Steena rewards you with the **Dragon Tear** and subsequently joins your party. She knows a lot more interesting information about places and certain creatures, and should accompany the group to many locations.



Steena presents the Dragon Tear.

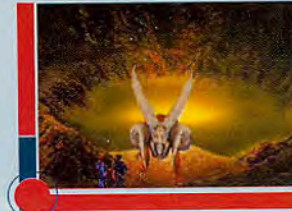
EARTH DRAGON ISLE (ANOTHER WORLD), SIDEQUEST



Cross worlds to the other yellow isle



Force your way through the caverns



Answer the Criosphinx's six riddles

ENEMIES

Criosphinx (Yellow)

ITEMS

None

ELEMENTS

Brace(x5)

Capsule(x5)

Upheaval

The Bizarre Riddler

After defeating the Earth Dragon, the party may explore further into Earth Dragon Isle in Another World. In the cave similar to the Earth Dragon's cave, a creature called the Criosphinx challenges the party to a very different battle. Beware of this creature. Do exactly what it says, or your group will get eradicated.

BOSS FIGHT — CRIOSPHINX



HP: 13,000

Innate: Yellow

Spoils: Yellow Elements

Tactics: The Criosphinx is an enormously powerful creature. The method by which you fight it is completely different than the method you use against any other enemy.

Criosphinx lays out the rules of this battle at the very beginning. It will ask you questions, which can be answered by casting a specific color Element. Casting the wrong Element or attacking the Criosphinx results in horrible retaliation. It will pound you with Earthquake and ThundaStorm until your party is wiped out.

After it lays out the rules, have each character Defend for the first round. All Element Powers immediately go to 8. Each time a question is asked, the answer will be a color. Cast that color Element to answer the riddle. When you have answered all six questions correctly, the Criosphinx disappears.

So how do you defeat this thing? Usually, not until a New Game+. You have exactly six opportunities to attack the Criosphinx without fear of retaliation. You must use Lv.7 Tech Skills or elements to answer the questions, and at least one summons.

If the Criosphinx dies before the sixth question is answered, then you get the **Sunglasses**. Whomever is equipped with these becomes a true powerhouse warrior, whether they're using Tech Skills, Elements, or even just physical attacks.



FORBIDDEN ISLAND (HOME WORLD), SIDEQUEST



Find the tiny isle on the World Map



Remind Dario with the MementoPendant



Fight Dario and the Masamune

ENEMIES

Dario(Black)

ITEMS

Mastermune

ELEMENTS

None

The Forgotten Man

You're about to face a powerful enemy in an attempt to gain an incredibly powerful weapon. Prepare wisely before beginning this errand. You must place Riddel in your party. Your other character should be someone with high HP, such as Zoah or General Viper. Avoid placing any other innate white characters in the fighting party. Allocate very powerful white Elements to your group, as well as all your Revive and healing Elements. You also need Elements such as Strengthen and Nimble. If you stole the Black Plate from the Black Dragon, equip it on Riddel, and forge the lady a Denadorite Rod and Stone Mail.

Move your boat to the tiny island (you'll see smoke emanating from it) just east of Shadow Forest on the World Map, and press X. You land at a pleasant green island with a single hut. You *must* have Riddel in your group to enter the hut, and you *must* have the MementoPendant item.

Inside, Riddel instantly recognizes her long lost suitor, Dario. The warrior has suffered amnesia, but Riddel stirs some old memories. Things swiftly go wrong, however, when the evil sword Masamune materializes.



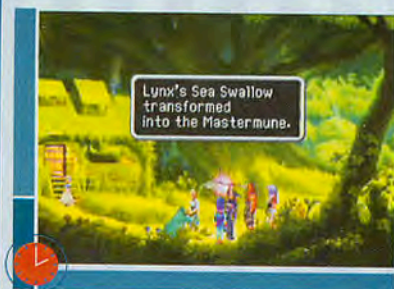
BOSS FIGHT — DARIO



HP: 3500

Innate: Blue

Attacks: Dash&Gash, SonicSword, Red Elements



Tactics: If you thought it couldn't get any worse than the last couple of dragons, prepare for disappointment. With black versions of Glenn's Tech Skills, Dario has the power to annihilate your entire party in just six attacks. (We've seen it happen!) Using red Elements as counterattacks, he furthers his power.

Dario attacks in a certain pattern. He strikes with a physical, then Dash&Gash, then another physical, then Sonic Sword. He continually repeats this on each character, starting with Riddel. The problem is, he attacks and uses Tech Skills so often that Riddel will be dead by the time your third character is up to bat.

Do not cast an attack Element on him. He will retaliate on that character with an Element, followed immediately by targeting his next attack on that person. There will be no breaks between, so your character who used the Element will probably end up dead. If you just use physical attacks on Dario, he remains consistent with his pattern, and your party at least has some chance.

As soon as possible, have Riddel cast SnakeSkin on herself. Continually use healing Elements and Revives on her, and Dario's attack may never switch focus to the next character. Now you just have to outlast him.

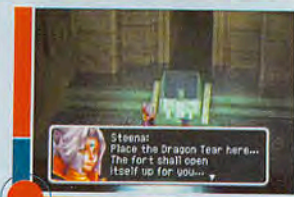
There is an easier way to defeat Dario. If you have the Black Plate armor, equip it on Riddel. His initial attack will hurt her, but the Tech Skill he uses next will heal her. Thus, Riddel will never die, and Dario will never move on to the next character. Just don't get cocky and use an Element or Tech Skill on him! Use Physical attacks only, and the battle will be done in a while.

After the fight, Dario comes to his senses. The Masamune, consisting of the characters Masa and Mune, decide to help the party. Lynx's swallow weapon will be changed into the **Mastermune**. This weapon doesn't have high bonuses like a Spectral Swallow, but it performs critical hits for double damage nearly every attack! Lynx just became your most powerful physical attacker, and all your battles to come are going to be quite a bit easier.

Upon viewing the ruins of Viper Manor, Dario gives Riddel her Lv.7 Tech Skill, **SnakeFangs**.



FORT DRAGONIA (HOME WORLD)



Open the dragon fort



Explore and empty all the chests



Confront your nemesis



Use the Dragon Tear to regain Serge

ENEMIES

Dark Serge(Black)

ITEMS

Mythril
Denadorite(x5)
Red Brooch
Tear of Love

ELEMENTS

Inferno, Weaken, Strengthen, ThundaStorm, Iceberg, Nostrum(x30), Tornado, Volcano, AntiBlack, AntiWhite

Dark Mirror

If you have not previously explored the other Fort Dragonia, you now have an extra advantage. At the entrance, the Dragon Tear will unlock the entire fortress. No longer must you deactivate all the colored crystals to proceed. But you can still gain all the spoils, so be sure to collect them all! Do so before entering the central silo, because you will encounter your nemesis there.

BOSS FIGHT — DARK SERGE



HP: 3000

Innate: Black

Attacks: GlideHook, FeralCats, ForeverZero, Lv.6 Elements

Tactics: This battle is like fighting Lynx with Lynx. An innate white character in your party is going to die rather quickly. Placing Viper and Radius in your party is highly recommended, since their Double Tech Skill will put Dark Serge in his place. Equip items such as the Black Plate armor, Resistance Rings or Belts, and items that protect against Anti-White. Need we continually suggest that everyone is allocated some white Elements?

This battle is like a faster version of the Black Dragon confrontation. Early in the battle, Dark Serge retaliates to the casting of white Elements with Anti-White. But he can't do it to all your characters in one round, so keep casting them relentlessly.

Now you're on the receiving end of the devastating black Tech Skills that Lynx has enjoyed using. However, in fair play, these same Tech Skills also do a great deal of damage to Dark Serge. The Black Plate armor heals any character who wears it when the enemy performs one of his Tech Skills.

But don't rely too heavily on the power of the armor. Dark Serge also has Lv.6 Elements of every color, including Volcano, Tornado, Iceberg, and believe it or not, even UltraNova. If you failed to trap this element from the Sky Dragon, you may have another chance. Dark Serge is more likely to cast UltraNova if you equip Lynx with the Black Plate.



NOTE

DRAGGY

Take the elevator down. The incubators in this Fort Dragonia are in working order. Place the Big Egg item stolen from Fossil Valley into the center incubator. A baby dragon will be born, and it thinks Lynx is its mother. Draggy has surprisingly strong attacks, and its Tech Skills involve dragon's breath. Later, return to the dragon skeleton in Fossil Valley (Another World) to find Draggy's Lv.7 Tech Skill.



TIP

FILLING OUT THE PARTY

Now that Serge has returned to lead the adventure, you can find most characters' Lv.7 Tech Skills. Check the "Characters" chapter for complete details. Don't forget to recruit Orha, find Starky's Plasma Pistol, and equip Glenn with the Einlanzer. With Glenn in your party, you can return to the shrines in Termina (Another World) and get the other Einlanzer too! Glenn becomes able to do astounding amounts of damage with these blades, not to mention his Tech Skills! If Serge has the Mastermune, and Glenn has two Einlanzers, their Double Tech Skill, X-Strike, will overthrow even powerful Boss monsters!

Rebirth

At the top of the dragon tower, the Dragon Tear illuminates for Lynx the history of the planet. In the scene that follows, Lynx will be replaced in your party by good old Serge, and the Dragon Tear is transformed into the **Tear of Love**. All of the characters who have been recruited throughout the entire game will now return, and are available to fight in the party. You should check the table of Double Tech Skills in the "Characters" chapter, since many characters from the first half of the game perform Double Tech Skills with heroes from the second half.

There is one sad exception, however. Kid is still not available to fight with the party.

TIP

Short Events

Many of the characters are involved in side plot threads that can now be resolved. Many of these are carried out as the character receives their Lv.7 Tech Skills. Others are just fun scenes to enjoy. Take Van to visit the other Van and the other Gogh in Termina (Another World). His father will enlarge his piggy bank, thus boosting the power of Van's Lv.7 Tech Skill. In the small shack behind Zappa's Smithy, Glenn will resolve the dispute between the arguing brothers, and relives some moments from happier days. And if you defeated Dario on Forbidden Island, he will be heading up the rebuilding of Viper Manor. The conversation is a bit more personal with Lady Riddel and General Viper in your party.



TIP

RAINBOW ITEMS

You can begin forging Rainbow weapons and armor if you buy the **Master Hammer**. This item is sold for 10,000 G by the smith in the rear cave of Marbule (Home World). Equip it immediately on Zappa. Return to Termina (Another World) with Zappa in your party, and speak to the other Zappa. The two smiths will go to work, and all the Rainbow items will become available to be forged. They're incredibly expensive, and you are required to cast Summon Elements of many colors just to get enough shiny materials to make one item. Rainbow weapons are not necessary to finish the game, but Rainbow armors will make your characters practically invulnerable!

THE SEA OF EDEN



Visit the three time islands



Face off with Vita



Land at Chronopolis

ENEMIES

Vita Unus(Green)
Vita Dos(Red)
Vita Tres(Blue)

ITEMS

None

ELEMENTS

None

The Hands of Fate

It's time to gather your forces and prepare to seal the rift in time and space that has created two worlds. Return to Home World and sail your party to the Dead Sea Ruins. Inside the enclosed area you will see three glowing points called Fate Distortions. Go to any of them and press X. With all six dragon relics in their possession, the party is worthy of entering the Sea of Eden.

You may not realize it, but your party has crossed back to Another World. In the Sea of Eden, a triangular force field prevents entry to the central area. There are three islands surrounding the sealed area, labeled Past, Present, and Future. To enter the central area, you must visit each of these Fates. Each time, a different colored Record of Fate will spin away. At the last island, the three triangles will form a colored mask. Your heroes must defeat this creature to continue.

BOSS FIGHT — VITA



HP: 2500

Innate: Unus - Red, Dos - Green, Tres - Blue

Attacks: Various Elements (Regardless of Innate)

Tactics: The form Vita takes is dependent upon the last island you visit.

Present = Vita Unus

Future = Vita Dos

Past = Vita Tres

Frankly, not much preparation is required for this Boss. Bring characters who have their Lv.7 Tech Skills, strong weapons and armor, and use at least two characters who can perform a Double Tech. Just avoid one mistake. Do not cast Elements or use Tech Skills of the opposite color as Vita's innate.

Vita will cast Elements of various purposes and attacks. It cures and boosts itself often. All three Fates are present in the Vita: Lachesis, Clotho, and Atropos. They shut down as you attack in the same order as you visited their islands. Atropos uses the strongest Elements and attacks the hardest, so use the most healing and protective Elements during Atropos' time. Try to steal, for you can gain valuable items. The spoils you receive after the battle depend on the form Vita took.



CHRONOPOLIS



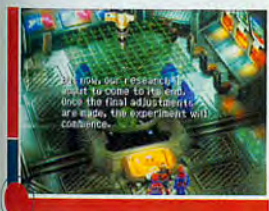
Defeat the front door guard



Pilot the robot through the sewers



Deactivate the level 2 security



Witness the "meeting" on level 4



Find the "chief" by the docks



Grab the Card Key on the 4th floor



Ride the elevator to the basement



Overthrow the reign of FATE

ENEMIES

Gizmotoid (Red)
Gyrolade (White)
Aero-Guard (Blue)
PolisPolice (White)
Combot (Red)
FATE (Black)



ITEMS

Yellow Brooch
White Brooch
Forget-Me-Not-Pot
Rainbow Shell
Card Key

ELEMENTS

Nostrum (x5)
CureAll
Recharge (x5)
HellBound
Magnify

The Time Fortress

Defeating Vita lowers the force field surrounding the futuristic city of Chronopolis. In the front lobby, two ghosts start a conversation that gives clues. Speak to them again for even more info, and check the statue in the center. As you continue to the back, a giant robot sentry appears, intent on preventing your entrance into the facility.

BOSS FIGHT — POLISPOLICE



HP: 3200

Innate: White

Attacks: MegatonFist, Bazooka

Tactics: The welcome wagon of Chronopolis might send you packing. Tech Skills used by this tough robot can level a character in a single blow, especially the Bazooka attack. Though Serge is back in your gang, even he will sustain severe damage from these assaults. His Tech Skills are still effective, however.

Make sure everyone has black Elements before engaging PolisPolice, especially Serge. Having two white innate characters in your party is not a bad idea. Equip a black innate character with the White Plate armor, if available. You should also plan on using a Double Tech Skill. Glenn and Serge's will do well, but Guile and Sneff's SwordStorm Tech Skill should do even more damage. It will be difficult, but you may be able to use three Lv.1 Black Elements in a row, followed by a casting of GrimReaper.



Robot City

Most of the enemies wandering the corridors of Chronopolis are floating sentinels, programmed to protect the city for all eternity. Equip your crew with a lot of blue and black Elements to make your occasional bouts easier. Having a black innate character in your party doesn't hurt either. Grobyc is the recommended choice because of his high HP and fierce Tech Skills. He will also find his Lv.7 Tech Skill in one of the upstairs rooms. Grobyc performs a powerful Double Tech with Norris, if you're interested. Make sure you collect the Brooch items scattered throughout the building, and allocate them to characters of the same innate.

TIP

FORGET-ME-NOT-POT

Underneath the stairs, look for a chest containing the **Forget-Me-Not-Pot**. This important accessory enables Sprigg to memorize enemies she defeats, so she can Doppelgang them later. When you're through in Chronopolis, travel the world once over with Sprigg, letting her defeat all sorts of powerful monsters. You can then use these monsters to defeat and recruit Janice on board the S.S. Zebess.



The second room is blocked off by a sliding door that can only be opened from the other side. You have to go down through another sewer system, using the hatch in the bottom-right corner.

Next to the entry ladder is a control panel that extends half of a bridge across a flooded chasm. The other portion must be extended from the other side. Use the control panel in the bottom-left corner of the sewer to deploy a remote-controlled robot. Pilot this robot carefully through the flooded area, fighting against the current. If the robot is carried off the path, you can activate another immediately. Use the robot to open the two chests, and to extend the second portion of the bridge. Cross the bridge and climb the ladder. You'll emerge on the other side of the barrier door, and you can open it before moving on, using the glowing control.

Proceed into the elevator lobby. The elevator is inoperable now, so you must get it online. Through the bottom-left exit is a harbor area with a Record of Fate to save at. On the highest platform, another ghostly figure is musing about an upcoming experiment and its ramifications. The only way to proceed from here is by going back through the elevator lobby to the stairwell and up from there.

Move up the stairwell to Level 2. A security shield prevents you from ascending higher. Be careful running through the laser sensors; a sentry will pop up on the other side. Cross through the corridor past the elevator to the world-monitoring room. A ghost near the large floor map explains how the El Nido Archipelago was created. The Level 2 security lock can be released at the panel close to the second ghost on the top wall. Deactivate the security and return to the corridor with the laser sensors on the other side of the building. Continue through the unlocked top door, into a room with several hatches and a trunk.

If Grobyc is in your party, search the long trunk and he will find his Level 7 **StrongArm Tech Skill**. This room also has a difficult puzzle. The door on the far left requires a two-digit code to open. The code is hinted at by which a small hatch is open upon entering. Starting from the right, the hatches each represent a base 2 number. So the right hatch being open means that the code is 01, and the leftmost hatch opened makes the code 16. Use the table below to sort out the code for whatever hatch is open. You'll find a **Recharge (x5)** consumable Element inside. Allocate these for use in the near future. If this is too confusing, simply close the open hatch and enter the code 00.

Return to the elevator, which now works, and travel to the third floor. Both research laboratories contain a lot of information about the purpose and history of Chronopolis. Speak with all the ghosts and check all the control panels to learn all you can. In the back of the left room is a **Rainbow Shell**, and in the right room is a short corridor where you must fight a tough Comboto for a **HellBound Element**. Use Summon Elements and Double Tech Skills to make all your battles easier.

On Level 4, two ghosts won't let you into the left room just yet. In the right room, a meeting of the ghosts convenes. You learn a lot about the history of the world, as well as the situation with Chronopolis and the experiment.

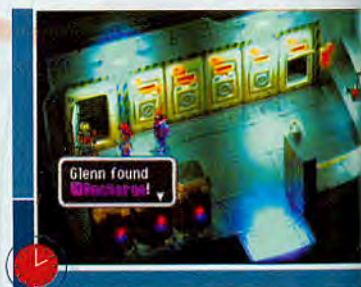
Through the right passage from this room you have access to the top portion of the stairwell. Run down and speak with the ghost to find out where the chief is. Collect the **Magnify** in the chest beside the specter.

The chief that everyone is talking about is the lone ghost overlooking the harbor. Return to the first floor and speak to that ghost again. This time, the ghost leaves, presumably to return to the fourth floor. Follow it, and you'll find that the left room on Level 4 is now unguarded.

A short demonstration in this room fully exposes the true purpose of the Record of Fate devices, found scattered throughout the entire game. At the top of the left ramp, you must fight another Comboto to reach the chest containing the **Card Key**. While you're there, check the panel in the back to find out even more interesting story information.

HATCH BASE 2 CODES (L TO R)

Hatch 1 (L)	16
Hatch 2	08
Middle	04
Hatch 4	02
Hatch 5 (R)	01



The open hatch indicates the code.



Chronopolis holds many questions and answers.

The Hand of Fate

With the Card Key, you now have access to take the elevator down to B1. Prior to that, the best thing you can do is return to the docks and save your game. You also need to prepare your party for the incredibly tough Boss that lies ahead. Allocate lots of white Elements of all levels, including the Saints summon. Take some BlackOuts too. Make sure the characters in your party can perform a Double Tech. Another good idea is to have a character in your party whose innate is black, and equip Serge with the Black Plate armor.

On B1, two Combot enemies patrol back and forth like a moving wall. You must fight at least one of them, sorry. Step up to the rear door and check the panel to the right. Serge will open the door.



A moving Combot wall.

BOSS FIGHT — FATE



HP: 5000

Innate: Black

Attacks: HeatRay,
DarkEnergy

Tactics: The party is at such a disadvantage during this battle, that it's beyond belief. FATE performs a countdown, whereby it uses a powerful black Element or Tech Skill in every single round. When this countdown reaches zero, FATE uses the deathblow DarkEnergy. This one group attack is powerful enough to take out your whole party. But the sequence of elements cast is exactly the same every time, and that's your key to victory.



The pattern with which FATE uses Elements and Tech Skills follows:

COUNTDOWN

5	Diminish: Lowers Element and Tech Skill power
4	Gravitonne: Damages entire party
3	HeatRay: Major damage to single character + darkness
2	FreeFall: Major damage to single character
1	GravityBlow(2x): Minor damage to two characters
0	DarkEnergy: Major damage to entire party

Between each attack, FATE also performs physical attacks. Surviving and recovering between each assault is key. Use lots of low-level Heal and Cure Elements each round, along with Tablets and Capsules. Keep your party's HP high enough to survive the next assault.

If Serge is equipped with the Black Plate, you guarantee that he will be the last man standing. Wait to use his Tech Skills until the countdown restarts, after DarkEnergy and just before FATE casts Diminish again. Otherwise, his valuable Tech Skills won't be terribly effective. Use Recharge consumables so that Serge can perform his Tech Skills or cast white Elements over and over.

Summoning will be incredibly difficult to pull off. One of the easier things to do is power up your characters, let FATE turn the Field Effect all black in the meantime, then cast GrimReaper before the countdown reaches one. The angel of death will still cause a fair amount of damage to FATE. You should cast a different color Element quickly thereafter, or the computer goddess might be able to kill all of your characters instantly. The same thing goes for just before the countdown reaches zero—you don't want FATE to perform her DarkEnergy attack with a black field to amplify the damage.

After employing Double Tech Skills and several high-level white Elements, you should see FATE start to bow low. But the battle dwindles on for some time thereafter, in most cases. What you will notice is that the countdown is no longer perfect. Several attempts to use Tech Skills or cast Elements explode in FATE's head and fail! This is your opportunity, if you have Saints allocated to Serge. Power him up to 8, then have him cast a Lv.1 white Element. Have the other two characters do the same.

With the Field Effect all white, have Serge do a single weak attack to get back up to full Element Power. Cast Saints in the same turn, and FATE will be reduced to a pile of smoldering gadgets. If the supercomputer actually survives Saints, at least the characters will be restored to full health!



Although it won't be your main concern, definitely attempt to steal during the battle. If successful, you'll get a HolyHealing Element. Pretty nice!

Rise of the Terra Tower

As FATE is destroyed, the Terra Tower appears in the sky. Seems like the world is in greater danger than ever before! The party tries to sort things out on board the S.S. Invincible. Kid is trapped inside her own mind somehow, and the Terra Tower now resides where Sky Dragon Isle previously stood. But reaching the Terra Tower is the big problem.

There are really only two tasks left to accomplish. Saving Kid is optional. With the help of the Chrono Cross (refer to the following section), proceed to Hermit's Hideaway to bring her out of her coma. You may want to give up on the poor girl, if this is the case.



Meeting on board the S.S. Invincible.

DIVINE DRAGON FALLS (ANOTHER WORLD)



Find Divine Dragon Falls



Use the Tears of Love and Hate



The Chrono Cross is made!

ENEMIES

None

ITEMS

Chrono Cross

ELEMENTS

Chrono Cross

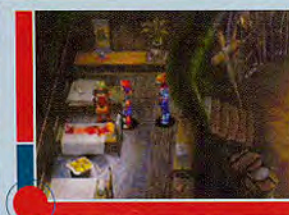
Chrono Cross

Steena instructs you on what needs to be done in Divine Dragon Falls, but she's not required to be in your party.

After Chronopolis, take the Tear of Hate and the Tear of Love to Divine Dragon Falls. If you haven't stumbled across this area yet, it's located on the main continent, between Arni Village and the Hydra Marshes. Simply walk to the waterfall and press X until you find it. Within the foreboding cavern, run all the way to the back. Place the two Tears on the two pedestals (it doesn't matter which). The Tears combine to make the **Chrono Cross**.

Not only is this an item that closely resembles the Dragon Tear, but it is an Element that can be allocated to Serge. With this in his Grid, every element that is cast creates a musical tone and registers as a colored dot at the top of the screen. The Element is only effective against the final Boss, so don't bother trying to use it against regular enemies.

ORPHANAGE ON FIRE (ANOTHER WORLD), SIDEQUEST



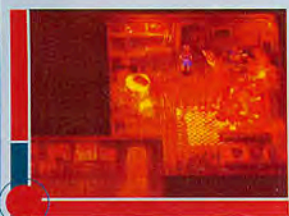
Visit Kid at Hermit's Hideaway



Defeat Lava-boys to save the children



Find the Ice Gun upstairs



Extinguish the fire downstairs



Rescue Kid from her past

ENEMIES

Lava-boy (Red)

ITEMS

Rainbow Shell(x3)

Ice Gun

Diva Dress

Stardust Cape

ELEMENTS

Nostrum(x10)

Trapped in the Past

With the Mastermune, go to Hermit's Hideaway to check on Kid. Upon visiting her bedside, the Mastermune's personalities recognizes her. The current party is transported back into the past, to the single event that changed Kid's life forever. You can also use the Chrono Cross to trigger this event, but doing so will cause Serge to go alone.



Children give you items for heroic responses.

The upper left-room is definitely the former workspace of the great Lucca Ashtear. You can find two memos in the area in front of the space capsule. One is a warning to children. But the other one is much longer, and details an important code and references Lucca's mother. The girl you rescued from behind the plant downstairs gave you another clue.

The **Ice Gun** hangs on the back wall, but take a word of advice before picking it up. Once you take it, the power of the Mastermune will falter and your third party member will disappear. There are many powerful enemies in the orphanage, so you should explore everywhere but the last rooms, save all the children, and collect all the items beforehand. Then grab the Ice Gun and make your way to the burning room near the end. You'll only need to do this if you've obtained the Mastermune.

Return to the main room, which is probably re-inhabited. Go to the machinery next to the clock, stand facing it, and press the following buttons: **L1, Triangle, R1, Triangle, X**. Why those buttons? That code is Lucca's mother's name plus X. You'll receive Kid's Level 7 **HotShot Tech Skill**, which is gratifying indeed.



Drop through the floor panel.

Letter from Lucca

As Radius advises, Lucca has a letter of some sentimental importance for Kid. Place Kid in your party, but not Lucca. Return to Viper Manor and find the scientist in her lab. When Kid finishes reading the letter, she will also find a **Rainbow Shell**.

Chrono Trigger players will recognize the layout of the house, to some degree, as well as the giant damaged robot close to the entry point. The scene is the orphanage where Kid grew up, tragically on fire. The children are hiding from Lava-boys that are roaming each area. You have to defeat the monsters to make the children come out of hiding. Defeat the Lava-boy in the first room, then check the table and clock to find two kids. Tell them you're here to save them and everything's going to be okay. You'll receive a **Rainbow Shell**, and the advice to get an "Ice Gun" from upstairs.

Defeat the Lava-boys in the second room to save another child hiding behind the plant. There are four ways to go from here. The kitchen in the back has a trunk with a **Stardust Cape**, but you must fight your way back out. Go up the staircase to the left.



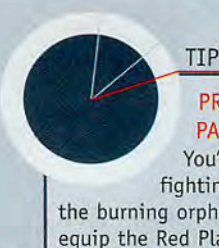
Use the code to get the HotShot Tech Skill from this machine.

Clear the balconies of monsters and save some more children. In the upper-right room is a floor panel in the upper corner that can be removed. Climb down and run through the narrow passage to the final area. Upon entering the area that's on fire, your other party member will disappear. Take a moment to examine all the children's drawings for nostalgia, then fight the last enemy and use the Ice Gun to douse the blaze.

In the final room, Serge interrupts as two old rivals make one last appearance. Kid and Serge flee the burning orphanage, and finally he is returned to the present. Kid will awaken from her coma and rejoins the party. This time, it's for good!



Lucca's heartbreaking letter. Get out your hanky.

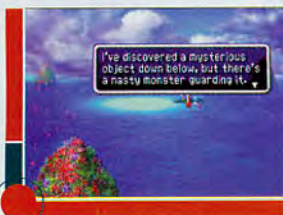


TIP

PREPARE FOR PANDEMONIUM

You'll have better luck fighting your way through the burning orphanage if you can equip the Red Plate armor on Serge.

EL NIDO TRIANGLE (ANOTHER WORLD)



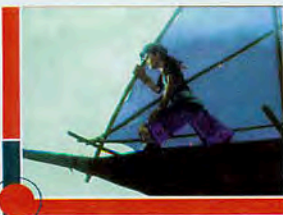
Find Starky's UFO



Squish the jelly fish



Mount the anti-grav device



Fly to the Terra Tower

ENEMIES

Schoolmates(Blue)
Puffy(Yellow)
JellyBlubba(Blue)
RoyalJelly(Blue)

ITEMS

Rainbow Shell(x2)
Anti-Gravity Device

ELEMENTS

None

The Problem of Flight

Your next destination is the Terra Tower. Since the massive fortress is floating high in the air, your main problem getting there is that none of your characters can fly!

With Starky in your party, go to the El Nido Archipelago in Another World. An eerie glow now emanates from under the surface, as explained by some nearby boaters. Position your boat over the phenomenon and select "Go in."

The layout is the same as the other Triangle. Deep below the surface, you can find a real flying saucer at the center of the spiraling path. However, a giant sea creature has claimed the UFO. You must defeat this creature to proceed.

BOSS FIGHT — ROYALJELLY



HP: 1657

Innate: Blue

Attacks: Vortex

Tactics: As indicated by the fisherman on the surface, physical attacks won't harm the Royal Jelly, nor will most Elements and Tech Skills. The only things that Royal Jelly will succumb to are Red Elements and Red Tech Skills. For this reason, you need at least one red innate character in your party. Having more than one red innate fighter will be a liability, because such characters are more vulnerable to its counterattacks.

Landing blows on the slippery creature is difficult, and even then 0 HP results every time. Still, your characters' Element Power will rise on successful blows. Cast only such elements as Volcano and Inferno, and perform Red Tech Skills as much as possible. The monster usually doesn't use a lot of elements or Tech Skills, so you should have no problem turning the Field Effect red and summoning Salamander. When the translucent monster nears the end of its HP, it performs a medium-strength Tech Skill against all of your characters. Have your red innate character equipped with the Blue Plate, and they will be healed instead of harmed.

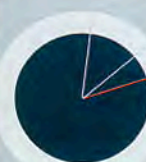


Alien Technology

Upon defeating the guardian of the saucer, Starky opens up the other-world duplicate of his craft. Once inside, he pulls an anti-gravitational device out of the hatch. The scene then shifts to Chronopolis, where Starky uses the tools of the future to harness the anti-grav device on Korcha's boat. The group flies immediately to the Terra Tower.



Starky's happy to find his ship.



TIP

STARKY'S LEVEL 7 TECH SKILL

In the near future, return to the sunken saucer with Starky in your party. Check the same hatch he took the anti-grav device from, and he discovers his awesome StarStruck Tech Skill.

TERRA TOWER



Defeat the six Element dolls



Fight the enemy of mankind

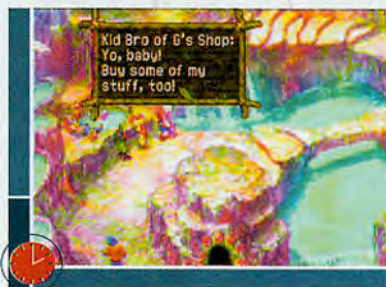


Receive the Time Egg

The Floating Fortress

Landing at the Terra Tower doesn't mean you have to stay there. To leave, simply return to the boat and elect to take off. To return, pilot your boat back to the Terra Tower and press X.

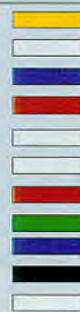
Use the Record of Fate close to the landing pad to get your party situated. You'll definitely want Trap Elements for all the Level 7 summons, such as Golem, Sonja, Red Wolf, FrogPrince, MotherShip and Unicorn. Most Bosses in the Terra Tower can be seen from afar, and don't attack until you approach. Use this to your advantage by allocating the same color Trap Element before the battle. Check the "Bestiary" for information on which enemies these Trap Elements can be won or stolen from. You can also purchase Trap Elements at Marbule in Another World.



Purchasing Trap Elements.

ENEMIES

Terrator(Yellow)
TerraTerror(White)
Cytoplasm(Blue)
Ectoplasm(Red)
Myxomycete(White)
Cupoid(White)
Pyrotor(Red)
Anemotor(Green)
Aquator(Blue)
Gravitor(Black)
Luxator(White),
TimeDevourer(Various)



ITEMS

Pack of Lies, Defender Plus, Rainbow Shell(x3), Betta Carotene, Spectral Glove, Time Egg

ELEMENTS

YellowField, Nostrum(x5), HealPlus, RedField, HolyHealing, BlackHole(x2), UltraNova(x2), GreenField, BlueField

There are several indicators within the Terra Tower of a certain color pattern. Look for this pattern as you proceed.

BOSS FIGHT — TERRATOR



HP: 2200

Innate: Yellow

Attacks: WaveOffFear, SpiritsUp, Golem, OmegaYellow

Tactics: Just inside the Terra Tower, your first encounter with an Elemental ensues. There are several of these dolls, one of each innate. These Bosses all use Elements and Tech Skills strictly of their innate color. The tactic for each is very similar—attack with Elements of the opposite color, avoid using like-colored Elements that might heal the Boss, and keep your HP high. If you assault these Bosses with all you've got, you'll find the battle to be only moderately difficult. The real challenge of these battles is trying to get each doll to use rare Elements so that you can trap them. Each Boss in the Terra Tower will cast a Lv.7 Summons when the field effect is all one color.

Terrator begins the battle using Tech Skills to raise its defense and lower yours. As you strike it, Terrator uses Capsules to heal. When the Field Effect is all yellow, Terrator uses a powerful Tech Skill called OmegaYellow, which reduces one character's HP to zero. Set a Trap Element to catch Earthquake, which it uses with terrifying power. Also, set a trap for Golem and use physical attacks only. Leave the Field Effect all yellow until it tries to cast Golem. When you've trapped the summon Element, steal a **Yellow Brooch** from it. Once you've stolen and trapped some Elements, use Double Tech Skills and summon Genie to take down the titan.



Ascension

Getting to the top of Terra Tower requires you to make a long trip downward first. In the large chamber after the Terrator, move to the left and knock over the balanced pillar. Cross the gap and run carefully down the spiraling stairs. At the bottom, the left path is a bit tricky because of the waterfall. An enemy, who should be easily overcome, blocks the right path. Whichever path you take, climb down the vine to the well at the bottom and exit left.

The next chamber features a large plant with two branches. You must climb all the way down one branch to climb up the other. As you're crossing toward a treasure chest at the top, the branch breaks off and drops the party far below.



The far-right cave leads to a Treasure Chest.



Knock down the pillars to cross the room.

Underneath the well is a giant human face that addresses Serge momentarily. This is one of the few times that a conversation doesn't lead to a battle. Continue up the vines until you are near a doorway. Out on the balcony is the treasure you missed, a **Pack of Lies**. Further up is a chest off-screen to the left, containing a **Defender Plus**.

The next area features several levels to ascend. Before exiting, slide down near the right and go through the hole to find a chest containing the **Betta Carotene**. This is a new weapon for Janice, the bunny-girl. To get back on track, return to the bottom of the platform area and climb the small vines to the top once more. Be sure to check under the waterfall for a Rainbow Shell.

You finally emerge in the top portion of the first area. Move around to the right side and push the two pillars over. Blocking your path is a large red ball, and your second doll fight in the tower.

BOSS FIGHT — PYROTOR



HP: 2400

Innate: Red

Attacks: SadnessWave, HappyWave, OmegaRed

Tactics: Pyrotor begins the battle using Tech Skills to raise its attack power and lower yours. As you strike it, Pyrotor uses measly Tablets to heal. But don't be fooled—it's really trying to solidify the Field Effect so it can use OmegaRed, reducing one character's HP to zero. Set a Trap Element to catch Inferno, which it will use with terrifying power. Also, set a trap for RedWolf and use physical attacks only. Leave the Field Effect all red until it tries to cast RedWolf. When you've trapped the summon Element, steal a **Red Brooch** from it. Once you've stolen and trapped some Elements, use Double Tech Skills and summon BlueWhale to take down the titan.



Universal Harmonies

In the next section, you must run around a lot of circles and up and down a bunch of ladders. Don't be too hasty, or you'll miss the powerful **Spectral Glove** in the chest. Even if you don't need it, you can sell Rainbow items for a lot of moolah.

Ascend the stairs in the next room to the middle and cross over and back down to get the valuable **HolyHealing** Element out of the chest.



The crystals play an important harmony.

At the top of the area, the party exits left and finds themselves in a replica of Viper Manor. There, the Prophet of Time makes a few confessions and explains a few things about the Tower and the enemy to come. If you have the Chrono Cross already, the ghostly children hanging about the area explain something about its use. Before leaving, climb to the top platform and get the **BlackHole Element**.

When you leave the library, the layout of the previous room is a little different, allowing you to move on. The next space features several gigantic crystals floating in space. If you notice, the crystals light up in a certain order, and play a certain harmony. The order in which the crystals light up is important. Adjust the contrast on your television to better see the crystals illuminated, if necessary. At the far left, you can descend into the basin of this area. Near the bottom, a chest contains an **UltraNova Element**. When you continue onward you encounter a big green blob.



Are you back in Viper Manor?

BOSS FIGHT — ANEMOTOR



HP: 2500

Innate: Green

Attacks: Green Elements, OmegaGreen, Sonja

Tactics: This doll uses a large variety of green Elements to turn the Field Effect all green, including HealPlus. Set a Trap Element to catch Carnivore in the early part of the battle. With a solid Field, Anemotor uses the powerful OmegaGreen to reduce one character's HP nearly to zero. Immediately set a trap for Sonja. Use green Heal Elements to cure your ailing characters and continue to attack with physical blows only. Leave the Field Effect all green, until it tries to summon.

When you've trapped the Sonja Element, steal a **Green Brooch** from Anemotor. Once you've stolen and trapped some Elements, launch a full assault with Double Tech Skills. Set up your characters beforehand so that one casts YellowField and the next summons ThundaSnake to take down the titan.

Following your victory, step on the teleporter and press X.



The Particle Shield

The group is now at the base of the Terra Tower's upper portion. Two powerful beams cast an impenetrable shield around the top. The doorway near the back will not open until you defeat powerful enemies to the left and to the right. Use the Record of Fate now, and use it again after each battle.



Save your game here every chance you get.

BOSS FIGHT — GRAVITOR



HP: 3000

Innate: Black

Attacks: OmegaBlack, Black Elements, MotherShip

Tactics: Through the left passage from the center, your party must dodge a good number of Cupoids to reach another teleporter near the end. This teleporter acts more as a catapult, launching the characters safely across a long chasm. On the other side stands the crystal that is casting a beam, powering the force field at the top. Between you and the crystal stands a large black monstrosity. Allocate all the white attack Elements you have, because this gargantuan is tough. Equip Serge with the Black Plate armor or place him at the rear of your party to protect him. Taking a second innate white character into this fight is suicidal. Characters like Radius and Viper, with their Double Tech Skill, are recommended.

Gravitor seems able to use OmegaBlack at will, so don't count on all your characters making it through this battle. OmegaBlack would seem to be the strongest of all the doll's Tech Skills. Set a MotherShip Trap Element, then attack with purely physical blows. The Gravitor heals with Nostrums and uses some hefty black Elements. Luckily, none of them seem to affect the group at once. It also casts Diminish and SealAll, so prepare to be stuck with physical attacks. Until you trap the MotherShip Element, defend often to reduce your damage taken as much as possible. If you trap successfully, or if your party's survival depends on it, assault the creature with powerful white Elements like UltraNova and HolyLight. Summoning Saints will be nearly impossible, due to its frequent usage of black Elements and OmegaBlack. You should be able to steal a **Black Brooch** at some point in the fray.



BOSS FIGHT — LUXATOR



HP: 3000

Innate: White

Attacks: OmegaWhite
White Elements Unicorn

Tactics: The bullish mech on the other side might be just a little harder than Gravitor! Reaching Luxator is no picnic either. Strong winds attempt to blow you into enemies stationed at either side of the cliff. Fighting the wind current, rather than moving ahead, is the better way to avoid a lot of frivolous battles.

Stop at the Record of Fate and switch out party members. If Grobyc and Norris both have their Lv.7 Tech Skills, they are the best to use for their Double Tech Skill. If not, Guile and Sneff's Double Tech Skill works well too. With neither of these options... well, good luck! You'll also want to equip the White Plate on someone like Grobyc. Replace all of Serge's white Elements with black, except for HolyHealing, RecoverAll, and the like.



Luxator uses physical attacks most often. Before performing OmegaWhite, it casts Magnify to increase the damage! You should use Diminish often when you're not trying to trap summon elements. Cast the Unicorn Trap Element early on, then use purely physical attacks. Heal your party only with HolyHealing and RecoverAll and revive characters at will. When you've trapped Unicorn, unleash a bevy of black Elements such as BlackHole and FreeFall. The Luxator may retaliate by casting HolyLight or even UltraNova, so set a trap element to prevent that. Try to steal a **White Brooch**, especially if your Unicorn trap fails.

BOSS FIGHT — AQUATOR



HP: 2800

Innate: Blue

Attacks: OmegaBlue
Blue Elements, FrogPrince

Tactics: After both beams to the force field have been shut down, the party may enter the final area of the tower. One last dolly stands between you and your true enemy, however.

Aquator casts FrogPrince when the Field Effect is all blue, but you most likely have that one already. Set up your characters beforehand so that one can cast RedField and the next casts Salamander. That reduces the time of this battle by half. Steal a **Blue Brooch** at will. Frankly, after the last two difficult battles, you should need very little assistance removing this obstacle from your path.



The Final Enemy

As Aquator dissolves into the air, several lights on the floor activate in sequence. If you haven't noticed a pattern of colors previously, then do so now! A teleporter materializes over the party, so ascend the left stairs and use it.

The party is shot up a long vertical tunnel and deposited in a very familiar area. Run forward and the wall is lowered. The heroes automatically ascend a long series of steps. At the top lies the Frozen Flame and the enemy of all living creatures on the planet, the TimeDevourer.



Elevator to the stars, trouble ahead.

BOSS FIGHT — TIMEDEVOURER

HP: ????

Innate: Changing

Attacks: Various Elements, OmegaYellow, OmegaRed, OmegaGreen, OmegaBlue, OmegaBlack, OmegaWhite

Tactics: Prepare for a lengthy and challenging battle. The TimeDevourer starts off as innate white. Through the course of the confrontation, it transports the party to the lairs of all the various Dragon Gods in this order: yellow, red, green, blue, black, and white. At some point it also casts a series of attack elements in the same order. As the monster and the party are transported to each location, the TimeDevourer's innate color changes to follow suit.

In each area transported to, characters of similar innate are safe, and characters of opposite innate are in danger. Keep your Element level as high as possible; don't waste your character's energy by using too many unimportant Elements.

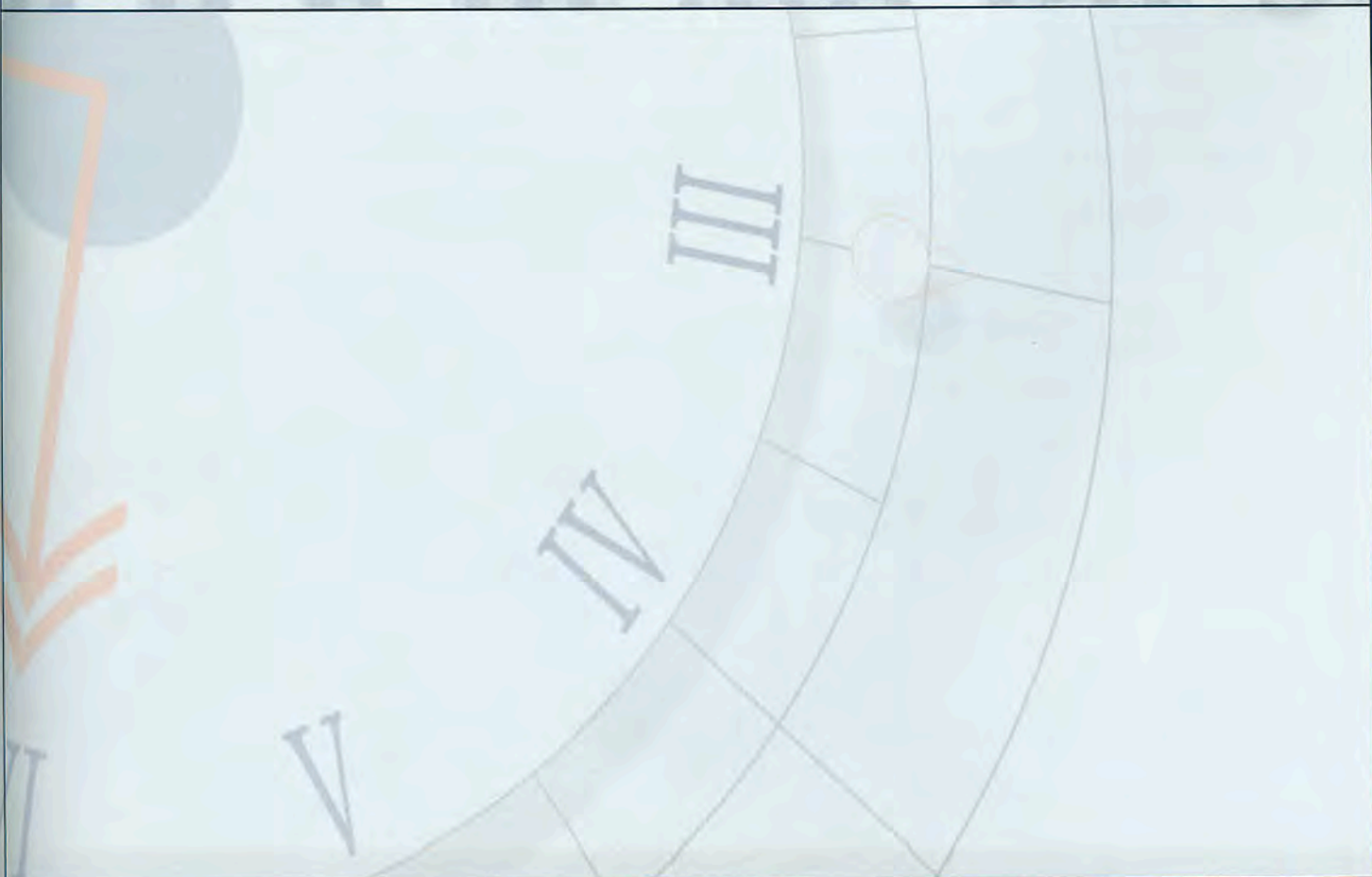
You should have your characters set up to summon at least once or twice each. Keep your Element Powers high by performing mostly physical attacks. When the setting and the enemy's innate change to the opposite of any of the summons, cast a field Element to prepare the way and call upon your spiritual allies. Never, ever summon when the TimeDevourer's innate matches the color of the summon, or it will be healed for close to 2000 HP.

The second time to summon for each character is a little more difficult. The best thing to do is power everyone up and wait for the TimeDevourer to use an Element. Immediately after that, the summoning character should cast a Lv.1 matching Element, and the other two characters should do the same. On their next turn, the summoning character attacks once to power back up, then summons in the same turn. You may just have enough time between the TimeDevourer's Element uses to do that.

Perform Serge's summoning before the TimeDevourer shifts back to white and the original setting. Avoid using any character's Tech Skills or Doubles when the TimeDevourer's innate matches.

When the scene shifts back to the Terra Tower, give it all you've got. Have each character attack until their Element Power is full, then finish with their Lv.7 Tech Skill (except Serge).

After the long and exhausting battle, the Prophet of Time appears again and hands over the **Time Egg**. This device enables you to face the TimeDevourer in its true form, and to free the soul that is imprisoned!



DARKNESS AT THE END OF TIME

BOSS FIGHT — TIMEDEVOURER (FINAL BOSS)

HP: ????

Innate: White

Attacks: Various Elements, OmegaYellow, OmegaRed, OmegaGreen, OmegaBlue, OmegaBlack, OmegaWhite

Tactics: The world is pretty much yours to explore before you have to end the game. Have fun finding everyone's Lv.7 Tech Skills, special weapons, and have all the characters visit themselves to resolve minor plot threads.

You should also revisit a lot of areas, fight a lot of enemies, and use summon Elements of all types to build your shiny materials collection. Forge all the Rainbow items so that your party is practically invincible.

Return to Opassa Beach and cross worlds. In Serge's Home World, three children stand on the beach. There is also a second, purplish wormhole. Speak to the three children, starting with the closest and working over to the red-head in the back, and you'll get a complete explanation of the plot and what you're about to face. Whenever you're ready, step into the purple wormhole and use the Time Egg.

Preparation for the final Boss is minimal. Make sure everyone has the strongest weapons and armor you can forge for them. Rainbow items are helpful, but not entirely necessary. Rainbow armors are more important than weapons. Equip the Yellow and Green Plates, if you have them. Allocate everyone with a wide variety of Elements of every color, at every level. Take extra time to make sure that at least one of every color Element is in the first and second level of each character's Grid. Allocate the Chrono Cross to Serge.

The party crosses the time stream to the point when the TimeDevourer is manifest, when all things are reduced to nothing. Only here can you face and defeat this infinite enemy.

The final Boss fight is slow paced. The TimeDevourer uses tough green and yellow Elements every two or three rounds. You should easily be able to use Double Tech Skills and two or three summons to annihilate the Boss completely and finish the game.

But that's not a very satisfactory ending, is it? In fact, that path leads to almost no ending at all. Still, you can save afterward and start a New Game+, with all the bonus features and advantages that it brings.

The best way to end *Chrono Cross*—to get the "good" ending—is to use the Chrono Cross Element to unite both worlds and prevent the TimeDevourer from ever coming into being. As mentioned several times previously, the Chrono Cross responds to a certain series of tones. Casting Elements in a certain order, followed by using the Chrono Cross can create this series. The proper order has been pointed out to the player several times along the path, and is even listed *somewhere in this book!* We don't want to give it away just now, to prevent cheating.

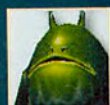
Boost all of your characters up to Element Power 8. Then Defend until the TimeDevourer casts a yellow element. Immediately following, cast the next color of Element in the series. Use Level 1 or 2 Elements so that the six tones can be set up in the same round. When all six proper tones appear in the tone bar at the top of the screen, have Serge do a weak attack to power back up to 8. Then cast the Chrono Cross.

Remember, after the final Boss is defeated and the credits have rolled, you can save your game. Next time you want to play, you can use this save to start a New Game+ with more features and faster gameplay. For more details, continue reading the next section.

APPENDICES

NEW GAME +

PRODUC
HP 964/964
STR. 55AGC. 1
RES. 55AGL. 1
MAQ. 34MRES. 1
INNATE



BESTIARY

AREA MAPS



APPENDIX A

NEW GAME+

So you've finished a 50-hour game of *Chrono Cross*? The obsession isn't over yet. A New Game+ of *Chrono Cross* lets you benefit from all the hard work you did in the first game. Basically, you start the story line over with all the weapons, Elements, and stats you garnered in the first round. (With a few unfortunate exceptions...)

STARTING A NEW GAME+

After the ending credits roll, save your game. To start a New Game+, boot up the *Chrono Cross* disc, select "Continue," and then choose the save where the Stars are in yellow. You'll then see the same screen again, except that "New Game" and "Continue" both have a "+" beside them.

This gives you two options: you can either begin a New Game from the start with the same equipment and stats you had at the end of your previous game; or you can pick up from before you finished the game with some of the features of a "+" game.

NEW FEATURES

Chrono Cross isn't quite the same game twice. With the added features, plus the fact that you get to carry over all the equipment, Elements and stats from your previous game, you will demolish the entire game within 10 to 20 hours.

Relief Charm

Just like the item's description indicates, you don't have to fight every battle with Serge anymore. The Relief Charm enables you to substitute another character for Serge every time battle begins. Serge will still lead the groups on all Area and World Maps, but your other characters will get to fight. This leads to better customization of your party, and lets you develop all your other characters more quickly.



Use the Relief Charm to let other characters get more action.

Fast Forward/Slow Motion

Beginning with the dungeon in Serge's dream, you can modify the speed at which the game plays. Holding the R2 button causes your characters to move and fight in fast forward. Think of how quickly you'll cross the El Nido Archipelago, or how fast you'll defeat Bosses that previously took 10 minutes or more to fight!

Hold down the L2 button to run the game in slow motion. While no one in their right mind would want the game to take *longer*, the slow motion feature does have some advantages. Viewing the awesome Summons and Element casting animations in slow motion gives you an appreciation for just how much hard work and detail the developers put into the graphic quality of the game.

The Dragon Feeding Trick!

The slow motion feature does have one practical use. This occurs during the dragon feeding mini-game at the Viper Mansion stables. Did you have some trouble feeding the dragons 100 times? We certainly did.



Hold L2 to feed the dragons at your own pace.

To feed the dragons 100 times, hold the slow motion button down the entire time. The dragons will never even turn pink! You'll never miss a feeding.

New Endings

Notice that Serge wakes up with the Time Egg at the beginning of a New Game+. Having this enables you to confront the final Boss and end the game at any point you want. What could be the point of doing this without the *Chrono Cross*? Well, there are hidden endings spread throughout the game. In fact if you end the game right away with Serge alone, there's one new ending. If you end the game with Poshul recruited into your party, it's also different!



Serge receives the Time Egg immediately.

In addition to the two endings during the first play-through of *Chrono Cross*, there are nine additional endings to see on subsequent play-throughs of the game. To see all the different endings, as strange, sad or as wacky as they may be, try fighting the final Boss immediately after every major development in the story. As soon as you can get away from your location, sail back to Opassa Beach and use the Time Egg at the purple wormhole. Depending on the circumstances of the game up to any given point, the ending of the game changes.

If you don't have the patience to find out the endings on your own, below is a table that indicates what special requirements are necessary to obtain a new and different ending each time you play through *Chrono Cross*.



Use the Time Egg to end your game at any point.

ENDING	REQUIREMENT
#1 "Development Room"	Before you talk to Leena on the pier in Arni Village (and Poshul is not in your party).
#2 "Birth of the Great Acacian Empire"	Before infiltrating Viper Manor.
#3 "Nikki Concert"	Before Lynx becomes a controllable character (Nikki and Razzly must be in your party).
#4 "Job/Part-Time Job, & The Foolish Trio"	Before Lynx becomes a controllable character.
#5 "A New Marbule"	Before you rescue Riddel from Viper Manor.
#6 "Subjugation of Lynx"	Before Harle leaves your party.
#7 "Viper Kindergarten"	Before you defeat FATE at Chronopolis (you must have the Mastermune).
#8 "The Records of Fate Turned Black"	Before you defeat FATE at Chronopolis.
#9 "The Dragon Gods' Vengeance"	Terra Tower, before the rebirth takes place

In particular, Ending #1 is a bit easier said than done. After all, taking on the final Boss with Serge alone is a difficult task. You might be safer attempting this after completing *Chrono Cross* twice. Upon doing so, Serge's party will have easily amassed a Star Level close to 100 Stars, and all of your characters will be close to 999HP each.




If you decide to fight the final Boss alone with Serge, equip him with the **Green Plate** and the **Blue Brooch**. The Boss starts by casting green attack Elements, so the Green Plate will absorb them. Watch for a change in the pattern of casting. Blue is an especially dangerous Element, because you can get frozen in place with no one there to help "thaw" you. If you don't have a Blue Brooch item, then watch the pattern and use a Blue Element at the appropriate time so that the Boss skips over casting it.

Bonus Bosses

The doorway in The Bend of Time will now open for you at any time you want. The Bend of Time is located among the ring of small islands just south of Mount Pyre. Inside the new room, a creature demands that you run three laps around the room in a clockwise fashion. Once you do, three adversaries who were also trapped in the time stream during *Chrono Trigger* will be looking to settle the score.

BOSS FIGHT — OZZIE, FLEA AND SLASH



Innate: Green, Red and Blue, respectively   

Spoils: Slasher, Dreamer's Sarong, Ozzie Pants

Tactics: A challenging battle indeed, even for those who've finished a first game. It's strongly recommended that you have Lynx in your party, and maybe a few Summons to allocate. One of your characters should be Innate Red, and you should equip the others with Blue Plates and accessories that reduce the duration of status abnormalities.

Target Ozzie first. If you don't take him down fast and hard, he will cast a strong defensive Element that will prevent you from landing a hit on any of the Bosses for the next several rounds. Hold off on casting Elements, and instead spend the first few turns using physical assaults on Ozzie. When Ozzie sags, hit them with Lynx's Forever Zero Tech Skill.

By now, it should be obvious that Flea is the next target. Most likely, she will try to Confuse and Berserk your characters a few times. However, the Innate Red character should be highly resistant to her Tech Skills. So, have two characters attack her, while your Innate Red character takes on Slash using Tech Skills.

The items you receive from this battle are quite nice, but there's one other bonus to gain from winning this battle. If Sprigg is one of the characters in your party, you can summon any of these three powerful fighters any time you want if you play things right. Equip Sprigg with the Forget-Me-Not Pot, let her deliver the final blow on each, and you can Doppelganger them.



MaxDefense prevents your party from attacking for several rounds.

PULLING CHARACTERS FROM PREVIOUS GAME SAVES

During a New Game+ or a Continue+, visit Sprigg's home (accessed via Hydra Marshes (Home World)) and use the Chrono Cross as an item. The Chrono Cross will summon the characters that were in your roster when you defeated the final Boss for the game used to spawn the New Game+ or Continue+ (the save with yellow lettering instead of white).

For example, if you beat the game by following a Guile/Macha path, then start up a New Game+, and follow a Pierre/Korcha path up to the point where you gain the Chrono Cross, then you can go to Sprigg's home and use the Chrono Cross to add Guile, Macha, Glenn and Doc to your group of Pierre, Korcha, Razzly and Mel, assuming you recruited them by that point.

It is possible to have every character at the same time, provided you defeated the game three times. Defeat it two times with any two of Pierre/Guile/Nikki; going once with Korcha and the other with Macha. The final time is with Harle still in the party. Note that you can't pull Lynx along with her! On your next time through the game, you must choose whichever of Pierre/Guile/Nikki you didn't use before. When you visit Sprigg's home and use the Chrono Cross, the entire roster will be made available to you.

WHAT'S MISSING?

Yes, you are missing a few things at the start of a New Game+ that you may have had at the end of your last game. Naturally, all the Key Items are missing, and you must recruit all the heroes once again. The Chrono Cross is missing, both as an item and an Element. The Mastermune is gone as well. If Serge failed to forge a backup weapon before the game's finale, you're stuck with the weaker Sea Swallow until you can get to a shop and buy something better. Lastly, you must collect all of the Summon Elements again.

APPENDIX B

BESTIARY

There are a few important things to note regarding the Chrono Cross Bestiary. The abbreviations "(A)" and "(H)" indicate Another World and Home World. Also, the asterisk (*) indicates that a Star is earned upon defeating the enemy. Aside from the "(A)" and "(H)" versions, if an enemy's stats have more than 1 column, it means you'll fight it on numerous occasions.

Refer to the sample below for the remaining details.

HP: An enemy's Hit Points.

Attack Power/Magic Attack Power:
An enemy's ability to inflict damage against your party members.

Defense Power/Magic Defense Power: An enemy's ability to resist your party's attacks.

Drop (Common): Item likely to receive after defeating enemy.

Drop (Rare): Item you may receive after defeating enemy, although the chances are low.

Steal (Common): Item likely to receive when attempting to steal from an enemy.

CAT BURGLAR



Innate: Red

	(H)	(A)
HP	588	195
Atk/Mag Atk	58/10	26/10
Def/Mag Def	42/8	7/0
Drop (Common)	Fur	Ointment
Drop (Rare)	N/A	Leather
Steal (Common)	Mythril	Poultice Cap
Steal (Rare)	Denadorite	Power Glove

Steal (Rare): Item you may receive when attempting to steal from an enemy, although the chances are low.

(A) indicates Another World, (H) indicates Home World.

WARNING

NOTE

If you use a Summon Element to finish off enemies, they will not drop any items. Instead, they are turned into shiny materials. The type of shiny material is dependent upon Summon Elements used. For example, if you use the Yellow Summon Element ThundaSnake, the items dropped will be Shiny Sand.

ACACIA PVT


Innate: ■
Yellow/Red ■

HP	70	210
Atk/Mag Atk	13/10	29/10
Def/Mag Def	0/1	12/0
Drop (Common)	Tablet	LoRes
Drop (Rare)	PhotonRay	SilverEarring
Steal (Common)	Ivory Helmet	Capsule
Steal (Rare)	Capsule	LoRes

ACACIA SGT


Innate: Yellow ■

HP	84	240
Atk/Mag Atk	14/10	31/10
Def/Mag Def	0/2	15/1
Drop (Common)	Copper	Electrobolt
Drop (Rare)	Meteorite	Iron
Steal (Common)	Bronze Helmet	Upheaval
Steal (Rare)	Capsule	LoRes

AERO GUARD


Innate: Blue ■

HP	540
Atk/Mag Atk	65/15
Def/Mag Def	65/8
Drop (Common)	Screw
Drop (Rare)	N/A
Steal (Common)	Denadorite
Steal (Rare)	Holy Light

AIRFRAME


Innate: Black ■

HP	450
Atk/Mag Atk	9/20
Def/Mag Def	24/45
Drop (Common)	Bone
Drop (Rare)	SealAll
Steal (Common)	Mythril
Steal (Rare)	Elbow Pad

ALPHABAT


Innate: Black ■

HP	260	100
Atk/Mag Atk	30/10	28/10
Def/Mag Def	20/7	1/0
Drop (Common)	Iron	GravityBlow
Drop (Rare)	HellBound	N/A
Steal (Common)	GravityBlow	Tablet
Steal (Rare)	HellBound	HellBound

AQUATOR *


Innate: Blue ■

HP	2800
Atk/Mag Atk	133/24
Def/Mag Def	60/25
Drop (Common)	Blue Field
Drop (Rare)	Sea Charm
Steal (Common)	N/A
Steal (Rare)	N/A

ANEMOTOR


Innate: Green ■

HP	2500
Atk/Mag Atk	100/23
Def/Mag Def	65/21
Drop (Common)	Green Field
Drop (Rare)	N/A
Steal (Common)	Green Brooch
Steal (Rare)	Forest Charm

BEACHBUM


Innate: Blue ■

HP	32
Atk/Mag Atk	4/4
Def/Mag Def	0/0
Drop (Common)	Humour
Drop (Rare)	Tablet
Steal (Common)	Medicine
Steal (Rare)	Cure

BEEBA


Innate: Yellow ■

HP	280
Atk/Mag Atk	22/10
Def/Mag Def	3/6
Drop (Common)	Fur
Drop (Rare)	Upheaval
Steal (Common)	Tablet
Steal (Rare)	Copper

BIG BOXER


Innate: Yellow ■

HP	80
Atk/Mag Atk	12/10
Def/Mag Def	5/0
Drop (Common)	AeroSaucer
Drop (Rare)	ElectroJolt
Steal (Common)	Heal
Steal (Rare)	ElectroJolt

BLACK DRAGON *



Innate: Black

HP	3900
Atk/Mag Atk	96/20
Def/Mag Def	70/15
Drop (Common)	GrimReaper
Drop (Rare)	Black Plate
Steal (Common)	N/A
Steal (Rare)	N/A

BLUEMOAMAN



Innate: Blue

HP	145
Atk/Mag Atk	11/10
Def/Mag Def	0/5
Drop (Common)	Feather
Drop (Rare)	IceBlast
Steal (Common)	Ice Lance
Steal (Rare)	N/A

BOMBER



Innate: Black

HP	650
Atk/Mag Atk	20/10
Def/Mag Def	40/10
Drop (Common)	N/A
Drop (Rare)	N/A
Steal (Common)	Capsule
Steal (Rare)	Cloud Cape

BUBBA DINGO



Innate: Red

HP	140	30
Atk/Mag Atk	28/10	7/10
Def/Mag Def	32/8	0/0
Drop (Common)	Leather	Fur
Drop (Rare)	Ointment	Fireball
Steal (Common)	Tablet	Fur
Steal (Rare)	Capsule	Cure

BULB



Innate: Green

HP	280	50
Atk/Mag Atk	21/10	11/10
Def/Mag Def	31/10	0/1
Drop (Common)	Seed	Seed
Drop (Rare)	↓ Sonja	BushBasher
Steal (Common)	Heal	Tablet
Steal (Rare)	Capsule	Bronze Pick

BUNYIP



Innate: Red

HP	400
Atk/Mag Atk	43/15
Def/Mag Def	20/0
Drop (Common)	N/A
Drop (Rare)	N/A
Steal (Common)	FreeFall
Steal (Rare)	↓ Black Hole

BUNYIP



Innate: Black

HP	1200
Atk/Mag Atk	52/15
Def/Mag Def	35/10
Drop (Common)	Gravitonne
Drop (Rare)	HellBound
Steal (Common)	FreeFall
Steal (Rare)	↓ Black Hole

CASSOWARY



Innate: Yellow

HP	500	100
Atk/Mag Atk	41/10	14/10
Def/Mag Def	32/7	1/0
Drop (Common)	Mythril	Uplift
Drop (Rare)	Nostrum	Feather
Steal (Common)	Sight Scope	Ivory Mail
Steal (Rare)	Nostrum	ElectroJolt

CAT BURGLAR



Innate: Red

HP	588	195
Atk/Mag Atk	58/10	26/10
Def/Mag Def	42/8	7/0
Drop (Common)	Fur	Ointment
Drop (Rare)	N/A	Leather
Steal (Common)	Mythril	Poultice Cap
Steal (Rare)	Denadorite	Power Glove

CENTAURPEDE



Innate: Yellow

HP	370
Atk/Mag Atk	45/10
Def/Mag Def	28/7
Drop (Common)	Fang
Drop (Rare)	Upheaval
Steal (Common)	ElectroBolt
Steal (Rare)	Earthquake

CHAMELLION


Innate: Blue

HP	530
Atk/Mag Atk	60/14
Def/Mag Def	50/12
Drop (Common)	WhiteOut
Drop (Rare)	Panacea
Steal (Common)	Denadorite
Steal (Rare)	Trashy Tiara

COMBAT


Innate: Black

HP	200
Atk/Mag Atk	27/10
Def/Mag Def	10/1
Drop (Common)	BlackOut
Drop (Rare)	Imbecile
Steal (Common)	Capsule
Steal (Rare)	Nostrum

COMBOT


Innate: Red

HP	1900
Atk/Mag Atk	74/16
Def/Mag Def	70/10
Drop (Common)	Inferno
Drop (Rare)	Screw
Steal (Common)	Denadorite
Steal (Rare)	Nostrum

CROSSBONES


Innate: Black

HP	150
Atk/Mag Atk	28/10
Def/Mag Def	0/0
Drop (Common)	Bone
Drop (Rare)	Iron
Steal (Common)	Iron
Steal (Rare)	HellBound

CRIOSPHINX


Innate: Yellow

HP	13,000
Atk/Mag Atk	140/30
Def/Mag Def	95/28
Drop (Common)	Sunglasses
Drop (Rare)	Denadorite
Steal (Common)	Rainbow Shell
Steal (Rare)	N/A

CUPOID


Innate: White

HP	570
Atk/Mag Atk	63/10
Def/Mag Def	46/10
Drop (Common)	Purify
Drop (Rare)	Winged Shoes
Steal (Common)	Stardust Cape
Steal (Rare)	Purify

CUSCUS


Innate: Green

HP	200	56
Atk/Mag Atk	32/10	10/10
Def/Mag Def	30/8	0/0
Drop (Common)	EagleEye	Tablet
Drop (Rare)	BatEye	EyeBall
Steal (Common)	Capsule	ElectroJolt
Steal (Rare)	AeroBlaster	Tablet

CYBOT


Innate: Yellow

HP	980	314
Atk/Mag Atk	72/10	40/10
Def/Mag Def	72/0	60/0
Drop (Common)	Screw	Screw
Drop (Rare)	ThundaStorm	Iron
Steal (Common)	Denadorite	Knee Pad
Steal (Rare)	Nostrum	HiRes

DAFFY DWARF


Innate: Yellow

HP	90	130
Atk/Mag Atk	18/8	16/7
Def/Mag Def	1/2	0/2
Drop (Common)	Tablet	ElectroBolt
Drop (Rare)	Bronze Vest	Leather
Steal (Common)	ElectroBolt	Iron
Steal (Rare)	AeroBlaster	Capsule

DAGGY DWARF


Innate: Yellow

HP	100	140
Atk/Mag Atk	20/8	20/7
Def/Mag Def	1/2	0/2
Drop (Common)	Fur	ElectroJolt
Drop (Rare)	Bronze Vest	Copper
Steal (Common)	ElectroBolt	Tablet
Steal (Rare)	AeroBlaster	Iron

DARIO



Innate: Black ■

HP	3500
Atk/Mag Atk	130/37
Def/Mag Def	130/60
Drop (Common)	SnakeFangs
Drop (Rare)	Pendragon Sigil A
Steal (Common)	Nostrum
Steal (Rare)	N/A

DARK SERGE*



Innate: Black ■

HP	3000
Atk/Mag Atk	90/27
Def/Mag Def	79/25
Drop (Common)	Pendragon Sigil A
Drop (Rare)	Stamina Belt
Steal (Common)	Trashy Tiara
Steal (Rare)	Rainbow Shell

DEAD BEAT



Innate: Black ■

HP	90	150
Atk/Mag Atk	22/10	22/10
Def/Mag Def	2/5	10/5
Drop (Common)	Iron	EyeBall
Drop (Rare)	HellSoul	↓ HolyLight
Steal (Common)	HellSoul	↓ Unicorn
Steal (Rare)	Bone	↓ UltraNova

DEADHEAD



Innate: Black ■

HP	700	1200
Atk/Mag Atk	48/20	52/14
Def/Mag Def	15/8	32/10
Drop (Common)	HellSoul	Diminish
Drop (Rare)	HellBound	Mythril
Steal (Common)	GravityBlow	Plaster Cap
Steal (Rare)	Bronze Axe	Heal

DE-HYDRATE



Innate: Black ■

HP	1042
Atk/Mag Atk	71/13
Def/Mag Def	60/11
Drop (Common)	FreeFall
Drop (Rare)	Resistance Ring
Steal (Common)	Daemon Charm
Steal (Rare)	HellBound

DODO



Innate: White □

HP	500	220	168
Atk/Mag Atk	40/10	24/11	17/10
Def/Mag Def	40/12	7/0	5/0
Drop (Common)	Feather	Bone	Feather
Drop (Rare)	StrongMinded	Feather	Feather
Steal (Common)	Mythril	Feather	Feather
Steal (Rare)	Magnify	Tablet	Purify

DRAOON



Innate: Red ■

HP	350	700
Atk/Mag Atk	42/15	49/18
Def/Mag Def	39/10	40/7
Drop (Common)	Ointment	FrogPrince
Drop (Rare)	Knee Pad	N/A
Steal (Common)	Silver Pendant	Dragoon Gauntlet
Steal (Rare)	Gold Earring	N/A

DRONGO



Innate: Green ■

HP	200	40
Atk/Mag Atk	32/10	8/10
Def/Mag Def	33/10	0/0
Drop (Common)	Carapace	Seed
Drop (Rare)	Mythril	AeroSaucer
Steal (Common)	Carapace	Tablet
Steal (Rare)	Heal	Heal

DWARF



Innate: Yellow ■

HP	140	150
Atk/Mag Atk	19/8	18/7
Def/Mag Def	1/2	0/2
Drop (Common)	Uplift	Upheaval
Drop (Rare)	Bronze Mail	Copper
Steal (Common)	Capsule	Iron
Steal (Rare)	Heal	Capsule

EARTH DRAGON*



Innate: Yellow ■

HP	3100
Atk/Mag Atk	86/18
Def/Mag Def	70/11
Drop (Common)	ThundaSnake
Drop (Rare)	N/A
Steal (Common)	Yellow Plate
Steal (Rare)	N/A

ECTOPLASM

Innate: Red ■

HP	450
Atk/Mag Atk	19/15
Def/Mag Def	40/7
Drop (Common)	Nostrum
Drop (Rare)	N/A
Steal (Common)	CureAll
Steal (Rare)	N/A

FARGO*

Innate: Blue ■

HP	660
Atk/Mag Atk	43/7
Def/Mag Def	12/2
Drop (Common)	Meteorite
Drop (Rare)	PhotonBeam
Steal (Common)	Capsule
Steal (Rare)	PhotonBeam

FATE*

Innate: Black ■

HP	5000
Atk/Mag Atk	109/49
Def/Mag Def	84/49
Drop (Common)	Magic Seal
Drop (Rare)	Holy Healing
Steal (Common)	Earring of Light
Steal (Rare)	N/A

FINAL BOSS

Innate: White □

HP	????
Atk/Mag Atk	120/23
Def/Mag Def	95/47
Drop (Common)	N/A
Drop (Rare)	N/A
Steal (Common)	Nostrum
Steal (Rare)	N/A

FIRE DRAGON*

Innate: Red ■

HP	3400
Atk/Mag Atk	93/22
Def/Mag Def	55/14
Drop (Common)	Salamander
Drop (Rare)	N/A
Steal (Common)	Red Plate
Steal (Rare)	N/A

FIREDRAGON*

Innate: Red ■

HP	850
Atk/Mag Atk	45/31
Def/Mag Def	20/22
Drop (Common)	Weaken
Drop (Rare)	Magic Ring
Steal (Common)	Magic Ring
Steal (Rare)	Wisp Cape

FLEA

Innate: Red ■

HP	1200
Atk/Mag Atk	55/20
Def/Mag Def	43/16
Drop (Common)	Dreamer's Sash
Drop (Rare)	N/A
Steal (Common)	Winged Shoes
Steal (Rare)	Flea Vest

FOSSICKER

Innate: Yellow ■

HP	555
Atk/Mag Atk	50/3
Def/Mag Def	52/14
Drop (Common)	Mythril
Drop (Rare)	N/A
Steal (Common)	Mythril
Steal (Rare)	Denadorite

GARAI*

Innate: White □

HP	1987
Atk/Mag Atk	77/16
Def/Mag Def	45/14
Drop (Common)	Dragoon's Honor
Drop (Rare)	N/A
Steal (Common)	N/A
Steal (Rare)	N/A

GEOS

Innate: Black ■

HP	208
Atk/Mag Atk	28/10
Def/Mag Def	31/10
Drop (Common)	HiRes
Drop (Rare)	Eyeball
Steal (Common)	Capsule
Steal (Rare)	Heal

GERRIDAE



Innate: Blue

	H	A
HP	260	54
Atk/Mag Atk	14/10	9/10
Def/Mag Def	30/7	0/0
Drop (Common)	AquaBeam	Fang
Drop (Rare)	CurePlus	AquaBeam
Steal (Common)	CurePlus	Medicine
Steal (Rare)	Deluge	Antiviral Cap

GIANT GLOOP*



Innate: Blue

HP	800
Atk/Mag Atk	42/14
Def/Mag Def	60/0
Drop (Common)	AquaBall
Drop (Rare)	IceBlast
Steal (Common)	Antiviral Cap
Steal (Rare)	N/A

GIZMOTOID



Innate: Red

HP	500
Atk/Mag Atk	70/15
Def/Mag Def	68/8
Drop (Common)	Denadorite
Drop (Rare)	Power Seal
Steal (Common)	Denadorite
Steal (Rare)	Nostrum

GLOOP



Innate: Blue

	H	H	A
HP	230	200	50
Atk/Mag Atk	31/10	18/10	9/10
Def/Mag Def	21/10	30/6	0/0
Drop (Common)	Medicine	CurePlus	Humour
Drop (Rare)	CurePlus	Numble	Poultice Cap
Steal (Common)	Medicine	Numble	Humour
Steal (Rare)	CurePlus	Deluge	N/A

GOBLEDYGOOK



Innate: Red

	H	A
HP	270	47
Atk/Mag Atk	32/10	10/10
Def/Mag Def	25/10	0/0
Drop (Common)	Feather	MagmaBomb
Drop (Rare)	Dancing Shoes	Antitoxinal Cap
Steal (Common)	HellSoul	Ointment
Steal (Rare)	MagmaBurst	Bronze

GOOGHOUL



Innate: Yellow

HP	180
Atk/Mag Atk	28/10
Def/Mag Def	8/0
Drop (Common)	EyeBall
Drop (Rare)	ElectroBolt
Steal (Common)	Capsule
Steal (Rare)	HiRes

GRAVITOR*



Innate: Black

HP	3000
Atk/Mag Atk	140/32
Def/Mag Def	70/28
Drop (Common)	Black Hole
Drop (Rare)	Black Brooch
Steal (Common)	Daemon Charm
Steal (Rare)	N/A

GREEN DRAGON*



Innate: Green

HP	3700
Atk/Mag Atk	81/20
Def/Mag Def	52/12
Drop (Common)	Genie
Drop (Rare)	N/A
Steal (Common)	Green Plate
Steal (Rare)	N/A

GREMLIN



Innate: Green

HP	280
Atk/Mag Atk	34/10
Def/Mag Def	20/10
Drop (Common)	Humour
Drop (Rare)	Leather
Steal (Common)	Dancing Shoes
Steal (Rare)	SightScope

GROBYC*



Innate: Black

HP	2800
Atk/Mag Atk	75/23
Def/Mag Def	54/8
Drop (Common)	Defender
Drop (Rare)	FreeFall
Steal (Common)	N/A
Steal (Rare)	N/A

GUILLOT

Innate: Yellow ■

HP	1001
Atk/Mag Atk	65/10
Def/Mag Def	73/0
Drop (Common)	Mythril
Drop (Rare)	Screw
Steal (Common)	N/A
Steal (Rare)	N/A

GURGOYLE

Innate: Yellow ■

HP	520
Atk/Mag Atk	60/14
Def/Mag Def	50/12
Drop (Common)	Earth Charm
Drop (Rare)	N/A
Steal (Common)	Denadorite
Steal (Rare)	Nostrum

GYROBLADE

Innate: White ■

HP	460
Atk/Mag Atk	75/20
Def/Mag Def	63/8
Drop (Common)	MeteorShower
Drop (Rare)	N/A
Steal (Common)	Denadorite
Steal (Rare)	Gold Earring

HARLE

Innate: Black ■

HP	400
Atk/Mag Atk	32/10
Def/Mag Def	10/5
Drop (Common)	PhotonBeam
Drop (Rare)	Moonglasses
Steal (Common)	PhotonBeam
Steal (Rare)	Moonglasses

HELL'S COOK

Innate: Red ■

HP	2800
Atk/Mag Atk	92/30
Def/Mag Def	27/5
Drop (Common)	Gold Pendant
Drop (Rare)	Mythril
Steal (Common)	N/A
Steal (Rare)	N/A

HIGHWAYMAN *

Innate: Black ■

HP	2000
Atk/Mag Atk	78/15
Def/Mag Def	44/10
Drop (Common)	Nimble
Drop (Rare)	Mythril
Steal (Common)	N/A
Steal (Rare)	N/A

HI HO TANK *

Innate: Yellow ■

HP	1000
Atk/Mag Atk	28/12
Def/Mag Def	14/5
Drop (Common)	Knee Pad
Drop (Rare)	Iron
Steal (Common)	Screw
Steal (Rare)	Knee Pad

HOTDIGGITY

Innate: Red ■

HP	417	165
Atk/Mag Atk	54/10	22/10
Def/Mag Def	40/7	6/0
Drop (Common)	Fang	Fang
Drop (Rare)	↓ RedWolf	Iron
Steal (Common)	↓ RedWolf	Dancing Shoes
Steal (Rare)	Mythril	N/A

HYDRA *

Innate: Yellow ■

HP	700
Atk/Mag Atk	43/12
Def/Mag Def	20/9
Drop (Common)	Upheaval
Drop (Rare)	Bronze
Steal (Common)	N/A
Steal (Rare)	N/A

JELLYBLUBBA

Innate: Blue ■

HP	475
Atk/Mag Atk	52/10
Def/Mag Def	25/9
Drop (Common)	Mythril
Drop (Rare)	CureAll
Steal (Common)	CureAll
Steal (Rare)	Iceberg

KARSH *



Innate: Green ■

HP	115	370
Atk/Mag Atk	14/5	30/7
Def/Mag Def	0/3	13/9
Drop (Common)	Bone Axe	EagleEye
Drop (Rare)	Power Glove	Silver Earring
Steal (Common)	Copper	AeroBlaster
Steal (Rare)	Power Glove	Iron Axe

KETCHOP



Innate: Yellow ■

HP	260
Atk/Mag Atk	20/11
Def/Mag Def	0/0
Drop (Common)	Silver Earring
Drop (Rare)	N/A
Steal (Common)	Tablet
Steal (Rare)	Power Glove

KINGMOAMAN *



Innate: Black ■

HP	245
Atk/Mag Atk	14/10
Def/Mag Def	0/2
Drop (Common)	GravityBlow
Drop (Rare)	Power Glove
Steal (Common)	Copper
Steal (Rare)	Feathery Dress

KOMODO PUP



Innate: Blue ■

HP	28
Atk/Mag Atk	4/4
Def/Mag Def	0/0
Drop (Common)	Bone
Drop (Rare)	Feather
Steal (Common)	Tablet
Steal (Rare)	Medicine

LAGOONATE



Innate: Blue ■

HP	510
Atk/Mag Atk	45/10
Def/Mag Def	62/21
Drop (Common)	Fang
Drop (Rare)	Resistance Ring
Steal (Common)	Capsule
Steal (Rare)	CureAll

LANTERN JAW



Innate: Blue ■

HP	290
Atk/Mag Atk	42/10
Def/Mag Def	25/11
Drop (Common)	Capsule
Drop (Rare)	Inferno
Steal (Common)	MagmaBurst
Steal (Rare)	Cloud Cape

LAVA-BOY



Innate: Red ■

HP	780	614	230
Atk/Mag Atk	63/13	60/10	28/10
Def/Mag Def	48/10	48/7	11/0
Drop (Common)	Denadorite	Inferno	MagmaBurst
Drop (Rare)	Red Brooch	Gold Earring	Gold Pendant
Steal (Common)	Red Brooch	Flame Charm	Tablet
Steal (Rare)	Stone Helmet	Red Brooch	Sight Scope

LI'L BOXER



Innate: Yellow ■

HP	70
Atk/Mag Atk	11/10
Def/Mag Def	5/0
Drop (Common)	IceLance
Drop (Rare)	Meteorite
Steal (Common)	Heal
Steal (Rare)	ElectroBolt

LOCKNEST



Innate: Green ■

HP	210	43
Atk/Mag Atk	31/10	10/10
Def/Mag Def	30/6	0/0
Drop (Common)	Capsule	EyeBall
Drop (Rare)	HealAll	Antidote
Steal (Common)	Capsule	Antidote
Steal (Rare)	Carnivore	Seed

LUXATOR *



Innate: White ■

HP	3000
Atk/Mag Atk	140/30
Def/Mag Def	70/28
Drop (Common)	Ultra Nova
Drop (Rare)	White Brooch
Steal (Common)	Angel Charm
Steal (Rare)	N/A

LYNX*


Innate: Black ■

HP	1000
Atk/Mag Atk	60/17
Def/Mag Def	31/29
Drop (Common)	Pendragon Sigil B
Drop (Rare)	Sky Djinn Ring
Steal (Common)	Pendragon Sigil B
Steal (Rare)	Sky Djinn Ring

LYNX (SHADOW)*


Innate: Black ■

HP	820
Atk/Mag Atk	26/10
Def/Mag Def	1/7
Drop (Common)	Pendragon Sigil C
Drop (Rare)	Gravitonne
Steal (Common)	Magic Ring
Steal (Rare)	Power Glove

MAMMA DINGO
H
A


Innate: Red ■

HP	140	70
Atk/Mag Atk	28/10	12/10
Def/Mag Def	32/8	0/0
Drop (Common)	Strengthen	Leather
Drop (Rare)	MagmaBurst	MagmaBomb
Steal (Common)	Poultice Cap	Cure
Steal (Rare)	Capsule	N/A

MAMA KOMODO*


Innate: Blue ■

HP	160
Atk/Mag Atk	13/7
Def/Mag Def	1/0
Drop (Common)	Fang
Drop (Rare)	Tablet
Steal (Common)	N/A
Steal (Rare)	N/A

MANNEQUEEN


Innate: Yellow ■

HP	200
Atk/Mag Atk	42/15
Def/Mag Def	32/20
Drop (Common)	Mythril
Drop (Rare)	Inferno
Steal (Common)	Mythril
Steal (Rare)	SightScope

MAN-AT-ARMS


Innate: Black ■

HP	160
Atk/Mag Atk	20/10
Def/Mag Def	6/0
Drop (Common)	Heal
Drop (Rare)	Bronze Mail
Steal (Common)	HellSoul
Steal (Rare)	Iron

MAN-O-WAR


Innate: Black ■

HP	100
Atk/Mag Atk	16/10
Def/Mag Def	5/0
Drop (Common)	Capsule
Drop (Rare)	Heal
Steal (Common)	GravityBlow
Steal (Rare)	Iron

MANTARREY


Innate: Yellow ■

HP	500	480
Atk/Mag Atk	60/10	54/10
Def/Mag Def	46/20	30/10
Drop (Common)	Leather	Leather
Drop (Rare)	CurePlus	↓ FrogPrince
Steal (Common)	Medicine	Mythril
Steal (Rare)	Antiviral	↓ FrogPrince

MARCY


Innate: Blue ■

HP	525	300
Atk/Mag Atk	30/5	27/8
Def/Mag Def	0/0	16/11
Drop (Common)	*IceBlast	Iron Vest
Drop (Rare)	Iron	Dancing Shoes
Steal (Common)	Silver Loupe	IceBlast
Steal (Rare)	Dancing	Nostrum

MEGASTARKY


Innate: White □

HP	2800
Atk/Mag Atk	65/12
Def/Mag Def	39/10
Drop (Common)	MagNegate
Drop (Rare)	N/A
Steal (Common)	Angel Charm
Steal (Rare)	White Brooch

MIGUEL *

Innate: White ☐

HP	1950
Atk/Mag Atk	69/20
Def/Mag Def	55/14
Drop (Common)	Dreamer's Scarf
Drop (Rare)	N/A
Steal (Common)	N/A
Steal (Rare)	N/A

NEO-N-BULB *

Innate: Green ☐

HP	160
Atk/Mag Atk	28/10
Def/Mag Def	4/1
Drop (Common)	AeroSaucer
Drop (Rare)	EagleEye
Steal (Common)	Seed
Steal (Rare)	Heal

ORLHA

Innate: Blue ☐

HP	1800
Atk/Mag Atk	78/20
Def/Mag Def	49/8
Drop (Common)	Mythril
Drop (Rare)	Waist Pad
Steal (Common)	Kung Fu Shoes
Steal (Rare)	N/A

OPAH FISH

Innate: Red ☐

HP	40
Atk/Mag Atk	8/4
Def/Mag Def	0/0
Drop (Common)	Scale
Drop (Rare)	Bone
Steal (Common)	Ointment
Steal (Rare)	Tablet

OZZIE

Innate: Green ☐

HP	2000
Atk/Mag Atk	88/10
Def/Mag Def	68/10
Drop (Common)	Ozzie Pants
Drop (Rare)	N/A
Steal (Common)	Antidote
Steal (Rare)	Tornado

PAPER BOY

Innate: Yellow ☐

HP	165
Atk/Mag Atk	26/10
Def/Mag Def	5/0
Drop (Common)	Capsule
Drop (Rare)	WeakMinded
Steal (Common)	WhiteOut
Steal (Rare)	RecoverAll

PENTAPUS

Innate: Green ☐

HP	600
Atk/Mag Atk	36/10
Def/Mag Def	15/5
Drop (Common)	Aqua Ball
Drop (Rare)	IceBlast
Steal (Common)	N/A
Steal (Rare)	N/A

PEPPOR

Innate: Yellow ☐

HP	60	90	90	180	483	1000
Atk/Mag Atk	10/5	10/10	10/5	13/10	33/10	75/10
Def/Mag Def	0/0	0/5	0/0	0/5	16/9	43/12
Drop (Common)	Ivory Helmet	Uplift	Uplift	Brace	Iron Mail	Denadorite
Drop (Rare)	Copper	Copper	Tablet	Magic Ring	Dragoon Gauntlet	Stone Mail
Steal (Common)	Tablet	Ivory Helmet	Ivory Helmet	Plaster Cap	Pendragon Sigil B	Forget-me-not Pot
Steal (Rare)	Knee Pad	Tablet	Tablet	Power Glove	Nostrum	N/A

POLISPOLICE*Innate: White ☐

HP	3200
Atk/Mag Atk	115/35
Def/Mag Def	100/52
Drop (Common)	PhysNegate
Drop (Rare)	Capsule
Steal (Common)	Rainbow Shell
Steal (Rare)	N/A

POLLY*Innate: Red ☐

HP	540
Atk/Mag Atk	34/8
Def/Mag Def	15/5
Drop (Common)	MagmaBurst
Drop (Rare)	N/A
Steal (Common)	Sight Scope
Steal (Rare)	Inferno

PORRE PVTInnate: White ☐

HP	350
Atk/Mag Atk	52/10
Def/Mag Def	28/5
Drop (Common)	AquaBall
Drop (Rare)	Iron Helmet
Steal (Common)	N/A
Steal (Rare)	N/A

PORRE SGTInnate: White ☐

HP	400
Atk/Mag Atk	55/10
Def/Mag Def	31/5
Drop (Common)	IceBlast
Drop (Rare)	Stamina Ring
Steal (Common)	N/A
Steal (Rare)	N/A

PORTALGHEISTInnate: Yellow ☐

HP	330
Atk/Mag Atk	22/10
Def/Mag Def	5/0
Drop (Common)	Capsule
Drop (Rare)	EyeBall
Steal (Common)	Magnify
Steal (Rare)	Heal

POTPOURRIInnate: Green ☐

HP	68
Atk/Mag Atk	19/10
Def/Mag Def	0/0
Drop (Common)	AeroSaucer
Drop (Rare)	Brace
Steal (Common)	Brace
Steal (Rare)	Tablet

POTTYInnate: Yellow ☐

HP	350
Atk/Mag Atk	14/10
Def/Mag Def	5/0
Drop (Common)	Brace
Drop (Rare)	Bronze
Steal (Common)	Capsule
Steal (Rare)	Upheaval

PREHYSTERICInnate: Yellow ☐

HP	550
Atk/Mag Atk	58/10
Def/Mag Def	54/7
Drop (Common)	Denadorite
Drop (Rare)	↓ Golem
Steal (Common)	Earth Charm
Steal (Rare)	Yellow Brooch

PREY MANTISInnate: Green ☐

HP	610
Atk/Mag Atk	50/10
Def/Mag Def	50/7
Drop (Common)	Feather
Drop (Rare)	↓ Sonya
Steal (Common)	Forest Charm
Steal (Rare)	Green Brooch

PTERODACTInnate: Red ☐

HP	750
Atk/Mag Atk	58/11
Def/Mag Def	50/10
Drop (Common)	Inferno
Drop (Rare)	Gold Earring
Steal (Common)	Cloud Cape
Steal (Rare)	Stamina Belt

PUFFY



Innate: Yellow ■

HP	300
Atk/Mag Atk	50/10
Def/Mag Def	23/7
Drop (Common)	Scale
Drop (Rare)	Mythril
Steal (Common)	Mythril
Steal (Rare)	Deluge

PYROTOR*



Innate: Red ■

HP	2400
Atk/Mag Atk	130/22
Def/Mag Def	55/20
Drop (Common)	Red Field
Drop (Rare)	N/A
Steal (Common)	Red Brooch
Steal (Rare)	Flame Charm

QUAFFID



Innate: Green ■

HP	320	200
Atk/Mag Atk	24/11	12/10
Def/Mag Def	0/5	0/1
Drop (Common)	Bushbasher	Seed
Drop (Rare)	AeroBlaster	Bushbasher
Steal (Common)	Capsule	Antidote
Steal (Rare)	Antidote	BatEye

RADIUS*



Innate: Green ■

HP	750
Atk/Mag Atk	44/15
Def/Mag Def	38/15
Drop (Common)	Pendragon Sigil C
Drop (Rare)	Gravitonne
Steal (Common)	Heal
Steal (Rare)	Magnify

REDMOAMAN



Innate: Red ■

HP	145
Atk/Mag Atk	11/10
Def/Mag Def	0/5
Drop (Common)	Feather
Drop (Rare)	FirePillar
Steal (Common)	MagmaBomb
Steal (Rare)	N/A

ROACHSTER*



Innate: Blue ■

HP	1245
Atk/Mag Atk	66/20
Def/Mag Def	54/12
Drop (Common)	Elbow Pad
Drop (Rare)	N/A
Steal (Common)	N/A
Steal (Rare)	N/A

ROBO DUCKY



Innate: White ■

HP	450
Atk/Mag Atk	45/10
Def/Mag Def	38/7
Drop (Common)	Screw
Drop (Rare)	Mythril
Steal (Common)	Mythril
Steal (Rare)	Gold Earring

ROBORG



Innate: Yellow ■

HP	300
Atk/Mag Atk	35/12
Def/Mag Def	8/0
Drop (Common)	Copper
Drop (Rare)	ElectroBolt
Steal (Common)	Screw
Steal (Rare)	Capsule

ROCKROACH



Innate: Yellow ■

HP	515
Atk/Mag Atk	75/11
Def/Mag Def	77/10
Drop (Common)	Denadorite
Drop (Rare)	Fang
Steal (Common)	↓ Sonya
Steal (Rare)	↓ Tornado

ROYALJELLY*



Innate: Blue ■

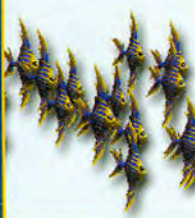
HP	1657
Atk/Mag Atk	64/12
Def/Mag Def	30/10
Drop (Common)	Resistance Belt
Drop (Rare)	N/A
Steal (Common)	Earring of Light
Steal (Rare)	Magic Ring

SAGE OF MARBULEInnate: White ☐

HP	1500
Atk/Mag Atk	56/25
Def/Mag Def	41/20
Drop (Common)	Mythril Helmet
Drop (Rare)	N/A
Steal (Common)	N/A
Steal (Rare)	N/A

SANDSQUIRTInnate: Blue ☐

HP	26
Atk/Mag Atk	3/4
Def/Mag Def	0/0
Drop (Common)	Fang
Drop (Rare)	Scale
Steal (Common)	Tablet
Steal (Rare)	N/A

SCHOOLMATESInnate: Blue ☐

HP	400
Atk/Mag Atk	49/10
Def/Mag Def	25/10
Drop (Common)	Scale
Drop (Rare)	Mythril
Steal (Common)	CureAll
Steal (Rare)	Nostrum

SCORPOIDInnate: Blue ☐

HP	250
Atk/Mag Atk	32/10
Def/Mag Def	5/0
Drop (Common)	Feather
Drop (Rare)	Knee Pad
Steal (Common)	Tablet
Steal (Rare)	Capsule

SHADOW CATInnate: Black ☐

HP	350
Atk/Mag Atk	45/10
Def/Mag Def	25/20
Drop (Common)	Fur
Drop (Rare)	↓ MotherShip
Steal (Common)	Daemon Charm
Steal (Rare)	FreeFall

SIDESTEPPAInnate: Blue ☐

HP	680	620
Atk/Mag Atk	82/10	52/10
Def/Mag Def	63/20	35/10
Drop (Common)	Fang	CureAll
Drop (Rare)	CureAll	N/A
Steal (Common)	CurePlus	Deluge
Steal (Rare)	Sea Charm	Nostrum

SKY DRAGON *Innate: White ☐

HP	3800
Atk/Mag Atk	97/20
Def/Mag Def	61/15
Drop (Common)	Saints
Drop (Rare)	N/A
Steal (Common)	White Plate
Steal (Rare)	N/A

SLASHInnate: Blue ☐

HP	1400
Atk/Mag Atk	70/10
Def/Mag Def	58/5
Drop (Common)	Slasher
Drop (Rare)	Third Eye
Steal (Common)	Iceberg
Steal (Rare)	N/A

SNIBGOBLINInnate: Green ☐

HP	110
Atk/Mag Atk	24/10
Def/Mag Def	1/0
Drop (Common)	AeroSaucer
Drop (Rare)	Bushbasher
Steal (Common)	AeroBlaster
Steal (Rare)	Antidote

SNOBGOBLINInnate: Green ☐

HP	120
Atk/Mag Atk	24/10
Def/Mag Def	1/1
Drop (Common)	Fang
Drop (Rare)	Bushbasher
Steal (Common)	Antidote
Steal (Rare)	Capsule

SOLT



Innate: Yellow ■

HP	52	80	80	150	500	900
Atk/Mag Atk	9/7	9/7	9/7	12/10	32/10	70/10
Def/Mag Def	0/0	0/0	0/0	0/5	17/10900	39/15
Drop (Common)	Ivory Vest	Copper	Copper	Copper	Iron Vest	Denadorite
Drop (Rare)	Copper	ElectroJolt	ElectroJolt	Copper	Sky Djinn Ring	Stone Vest
Steal (Common)	Tablet	Ivory Helmet	Ivory Helmet	Bronze Vest	Nostrum	Resistance Vest
Steal (Rare)	Silver Loupe	TurnBlack	TurnBlack	Dancing Shoes	Kung Fu	Pendragon

SPEARFISHER



Innate: Blue ■

HP	487
Atk/Mag Atk	44/10
Def/Mag Def	30/16
Drop (Common)	Nimble
Drop (Rare)	CureAll
Steal (Common)	Antiviral Cap
Steal (Rare)	IceBlast

SUNOFAGUN*



Innate: White ■

HP	365
Atk/Mag Atk	47/12
Def/Mag Def	68/50
Drop (Common)	Iron
Drop (Rare)	N/A
Steal (Common)	Screw
Steal (Rare)	N/A

SWAMP BUG



Innate: Blue ■

HP	80
Atk/Mag Atk	20/10
Def/Mag Def	0/1
Drop (Common)	Fang
Drop (Rare)	Feather
Steal (Common)	Medicine
Steal (Rare)	Numble

TAURMINATOR



Innate: Red ■

HP	658
Atk/Mag Atk	60/10
Def/Mag Def	45/10
Drop (Common)	Mythril
Drop (Rare)	Mythril Helmet
Steal (Common)	Mythril
Steal (Rare)	Gold Earring

TAURUSOID*



Innate: Green ■

HP	1200
Atk/Mag Atk	43/6
Def/Mag Def	40/0
Drop (Common)	Fang
Drop (Rare)	Iron Vest
Steal (Common)	↓ Tornado
Steal (Rare)	↓ Sonya

TERRATOR*



Innate: Yellow ■

HP	2200
Atk/Mag Atk	100/20
Def/Mag Def	65/16
Drop (Common)	Yellow Field
Drop (Rare)	N/A
Steal (Common)	Yellow Brooch
Steal (Rare)	Earth Charm

TERRATERROR



Innate: White ■

HP	700
Atk/Mag Atk	69/10
Def/Mag Def	53/10
Drop (Common)	Nostrum
Drop (Rare)	Defender
Steal (Common)	Waist Pad
Steal (Rare)	Nostrum

TIME DEVOURER*



Innate: N/A ■

HP	????
Atk/Mag Atk	120/30
Def/Mag Def	93/45
Drop (Common)	Earring of Hope
Drop (Rare)	N/A
Steal (Common)	Holy Light
Steal (Rare)	N/A

TOTAL CHAOS


Innate: Black

HP	230
Atk/Mag Atk	30/10
Def/Mag Def	32/10
Drop (Common)	Gravitonne
Drop (Rare)	Mythril
Steal (Common)	Mythril
Steal (Rare)	Trashy Tiara

TRAGEDIENNE


Innate: Red

HP	380
Atk/Mag Atk	32/10
Def/Mag Def	18/10
Drop (Common)	AquaBall
Drop (Rare)	Deluge
Steal (Common)	Heal
Steal (Rare)	Carnivore

TUTANSHAMAN


Innate: Red

HP	300
Atk/Mag Atk	43/9
Def/Mag Def	22/22
Drop (Common)	Weaken
Drop (Rare)	Elbow Pad
Steal (Common)	Capsule
Steal (Rare)	Sky Djinn Ring

TYRANO*


Innate: Red

HP	1600
Atk/Mag Atk	80/15
Def/Mag Def	55/20
Drop (Common)	Resistance Ring
Drop (Rare)	N/A
Steal (Common)	Power Seal
Steal (Rare)	Gold Earring

TZETZE FLY


Innate: Black

HP	160
Atk/Mag Atk	25/14
Def/Mag Def	0/0
Drop (Common)	Humour
Drop (Rare)	GravityBlow
Steal (Common)	Heal
Steal (Rare)	BlackOut

VIPER*


Innate: Yellow

HP	820
Atk/Mag Atk	46/16
Def/Mag Def	30/15
Drop (Common)	Dragoon Gauntlet
Drop (Rare)	Mythril Mail
Steal (Common)	Stamina Ring
Steal (Rare)	N/A

VITA DOS*


Innate: Green

HP	2500
Atk/Mag Atk	100/32
Def/Mag Def	100/70
Drop (Common)	Earring of Light
Drop (Rare)	Diva Dress
Steal (Common)	White Brooch
Steal (Rare)	HolyHealing

VITA TRES*


Innate: Blue

HP	70
Atk/Mag Atk	13/10
Def/Mag Def	0/1
Drop (Common)	Diva Dress
Drop (Rare)	Golden Tiara
Steal (Common)	White Brooch
Steal (Rare)	HolyHealing

VITA UNUS*


Innate: Red

HP	2500
Atk/Mag Atk	105/30
Def/Mag Def	105/65
Drop (Common)	Vigora
Drop (Rare)	N/A
Steal (Common)	White Brooch
Steal (Rare)	Diva Dress

WATER DRAGON*


Innate: Blue

HP	2800
Atk/Mag Atk	84/15
Def/Mag Def	50/11
Drop (Common)	BlueWhale
Drop (Rare)	N/A
Steal (Common)	Blue Plate
Steal (Rare)	N/A

WHOOT



Innate: Yellow

HP	600
Atk/Mag Atk	68/10
Def/Mag Def	60/18
Drop (Common)	Earth Charm
Drop (Rare)	Yellow Brooch
Steal (Common)	Third Eye
Steal (Rare)	Trashy Tiara

WIGHT KNIGHT



Innate: Black

HP	750
Atk/Mag Atk	80/18
Def/Mag Def	45/10
Drop (Common)	Iron
Drop (Rare)	Rainbow Shell
Steal (Common)	Nostrum
Steal (Rare)	HellBound

WILLO'WISP



Innate: Red

HP	45	200
Atk/Mag Atk	11/8	35/10
Def/Mag Def	0/2	20/15
Drop (Common)	Tablet	FirePillar
Drop (Rare)	Ointment	Inferno
Steal (Common)	Capsule	Capsule
Steal (Rare)	FirePillar	Heal

WINGAPEDE



Innate: Green

HP	430
Atk/Mag Atk	32/8
Def/Mag Def	12/3
Drop (Common)	AeroSaucer
Drop (Rare)	Leather
Steal (Common)	Antitoxinal Cap
Steal (Rare)	Iron

WITCHETTY



Innate: Blue

HP	468
Atk/Mag Atk	34/10
Def/Mag Def	34/10
Drop (Common)	Humour
Drop (Rare)	Medicine
Steal (Common)	AquaBall
Steal (Rare)	CurePlus

WRAITH



Innate: Black

HP	400	200	210	198
Atk/Mag Atk	47/10	25/10	27/10	27/10
Def/Mag Def	30/6	0/0	0/0	0/0
Drop (Common)	HellSoul	Leather	Leather	Leather
Drop (Rare)	Ghetz'sShirt	GravityBlow	GravityBlow	HellSoul
Steal (Common)	Capsule	Copper	Heal	Power Glove
Steal (Rare)	FreeFall	GravityBlow	Nostrum	Heal

YELLOWBELLY



Innate: Yellow

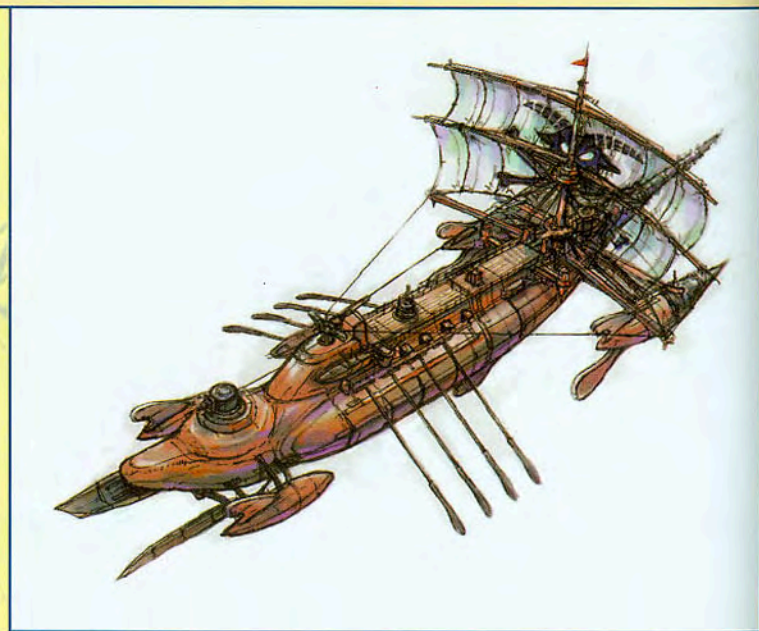
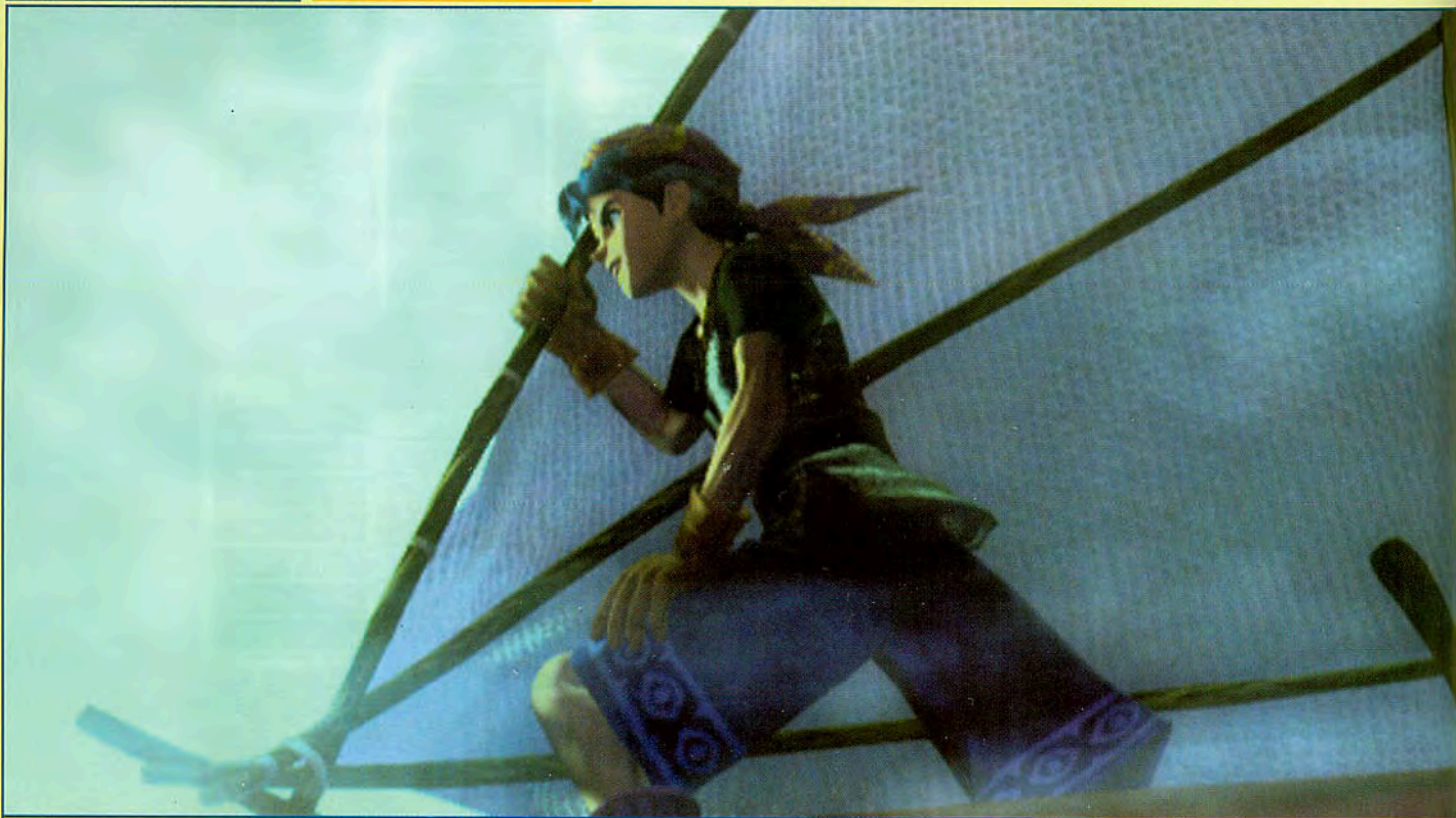
HP	621
Atk/Mag Atk	68/10
Def/Mag Def	42/10
Drop (Common)	Numble
Drop (Rare)	Humour
Steal (Common)	Earth Charm
Steal (Rare)	Capsule

ZOAH



Innate: Green

HP	200	436
Atk/Mag Atk	14/6	30/7
Def/Mag Def	0/0	12/7
Drop (Common)	Ivory Mail	Gold Earring
Drop (Rare)	Bronze Glove	N/A
Steal (Common)	Knee Pad	Stamina Ring
Steal (Rare)	N/A	N/A



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Appendix C

AREA MAPS



CHRONO CROSS CHRONO CROSS CHRONO CROSS CHRONO CROSS CHRONO CROSS

MAP LEGEND

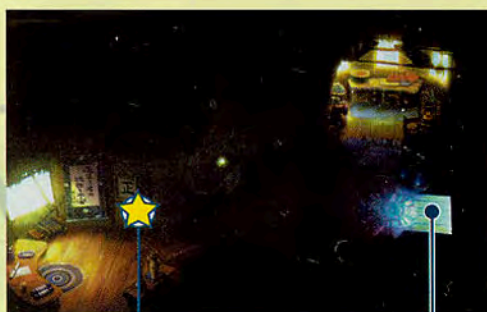
💰 — Money

★ — Elements

▲ — Tech Skills

★ — Items

⬡ — Frames



Cure



200G

Tablet (x5)



AquaBeam



Komodo Scale

Plasma Pistol
(Starky in Party)



Maiden Faith
(Leena in Party)

Photon Ray



Unleashed
(Poshul in Party)



Shark Tooth



Shellfish

Uplift
(trade Kodomo Scale)

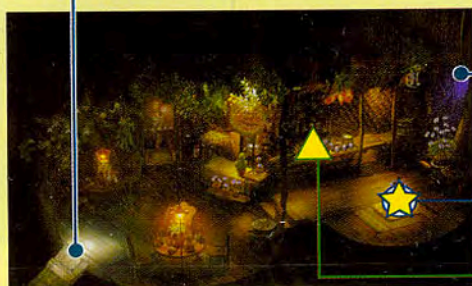
Heckran Bone

Ivory Helmet



Uplift (talk to
barrel four times)

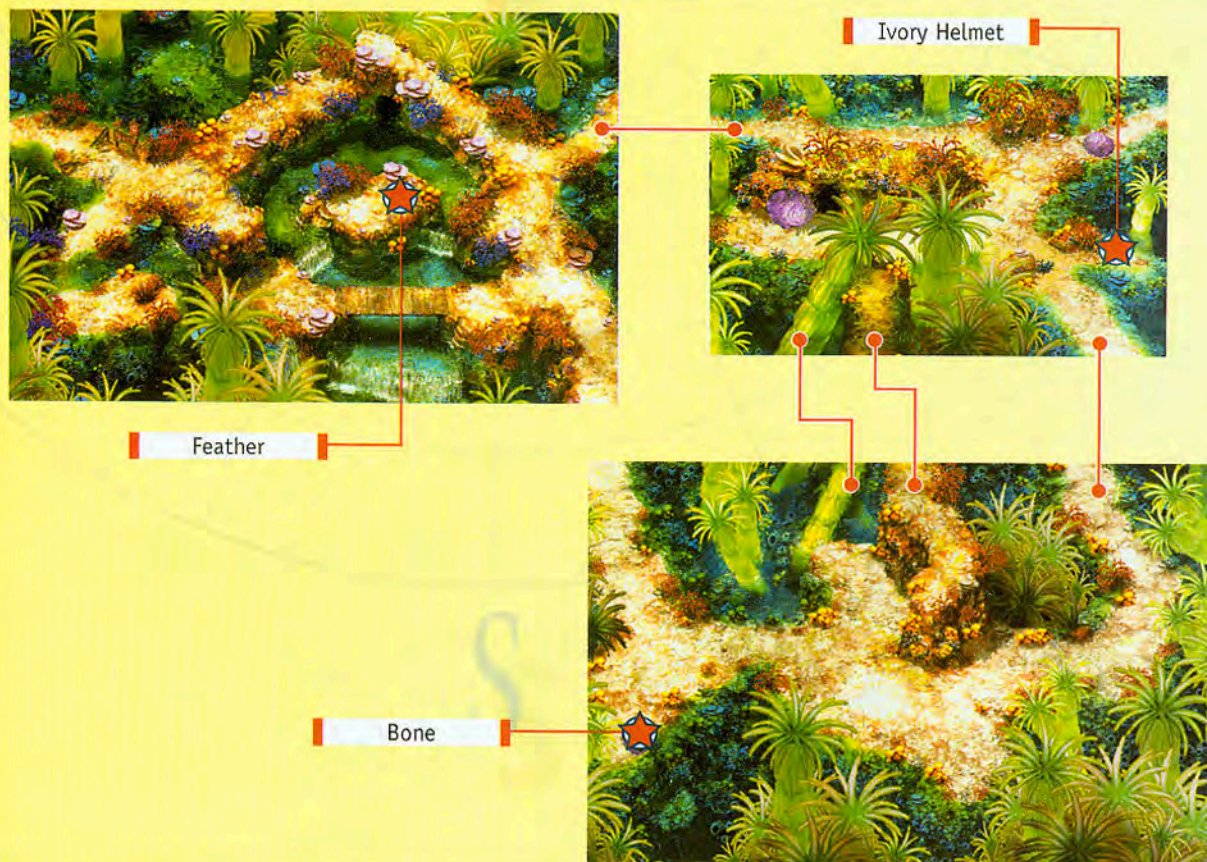
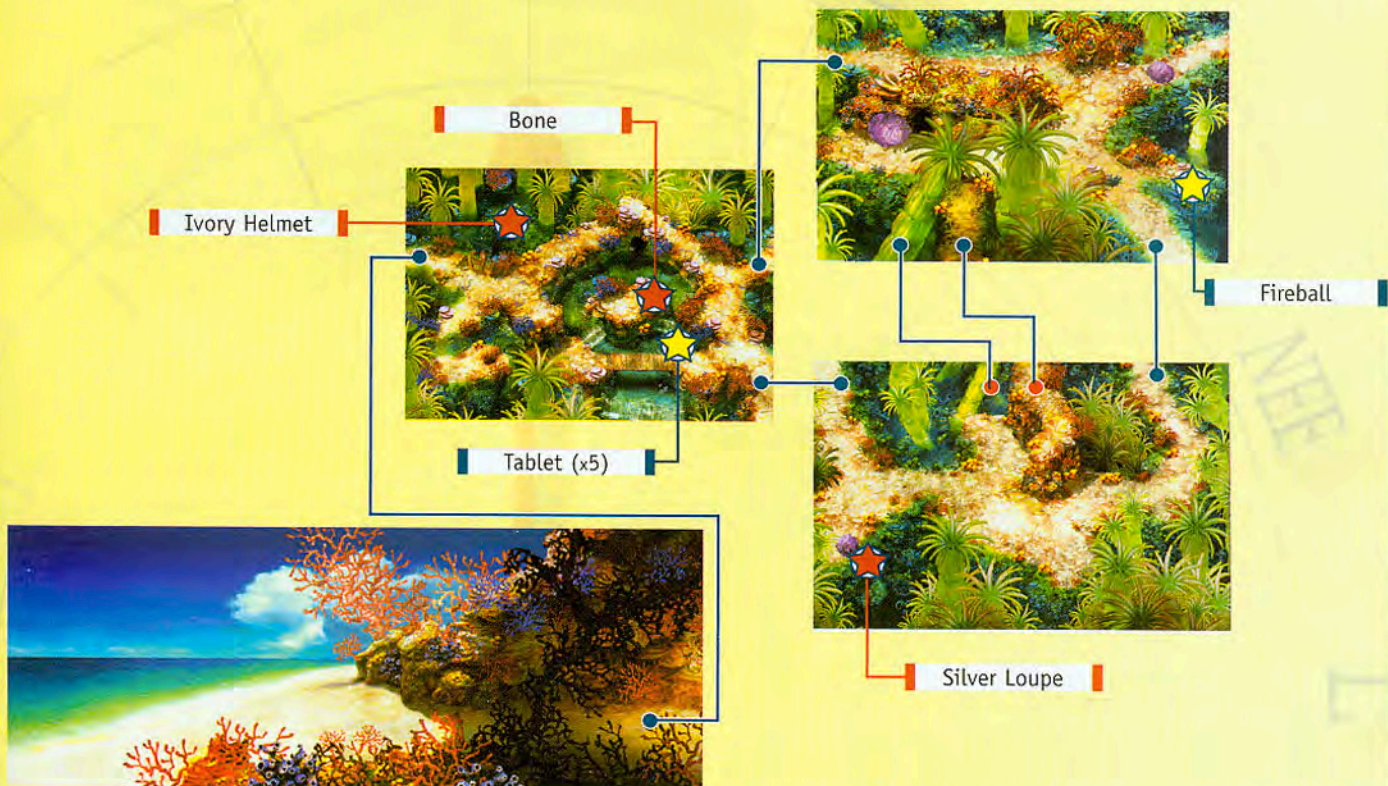
Dinner Guest
(Orcha in Party)





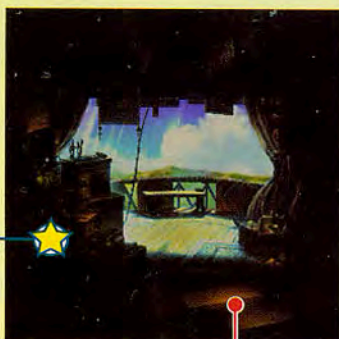
Bone

Heal





Photon Ray



Magma Bomb

Tablet (x5)



Turn Red



Rainbow Shell



Hoodoo Guroo
(Mojo in Party)



IceLance (talk to
pot four times)



Tablet (x5)

Bone

Electro Jolt



ANOTHER WORLD

FOSSIL VALLEY

ANOTHER WORLD

TERMINA

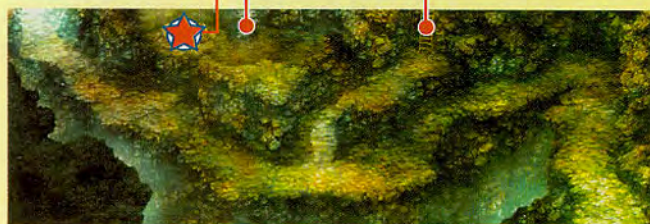


Bellflower

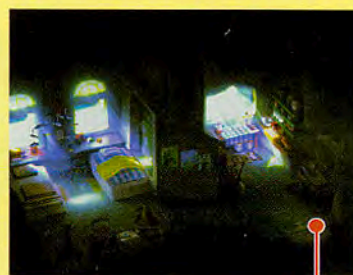
Heavy Skull

Big Breath
(Draggy in Party)

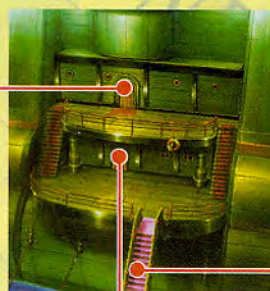
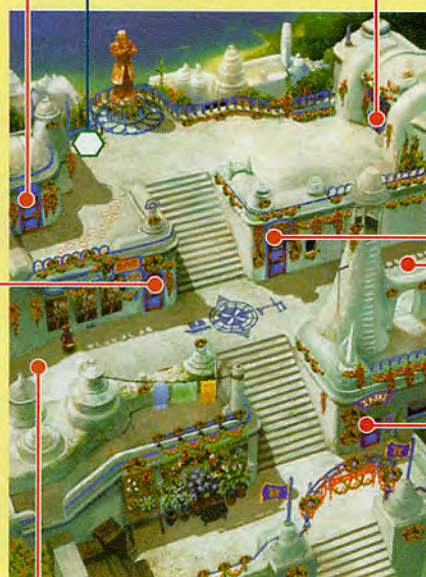
Big Egg



Tear of Hate

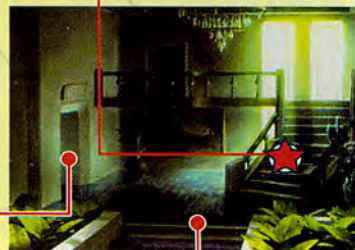


Tea for Three



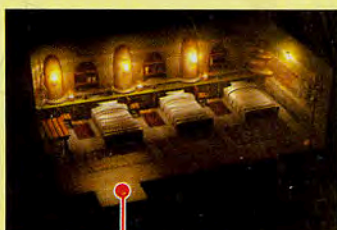
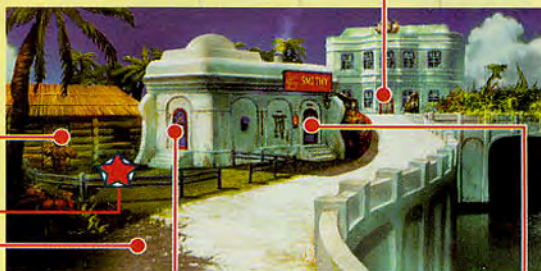


Profiteer Purse
(Behind Staircase)



Bronze Rod
(Guile's Path)

Hero's Medal



Einlanzer
(Glenn in Party)

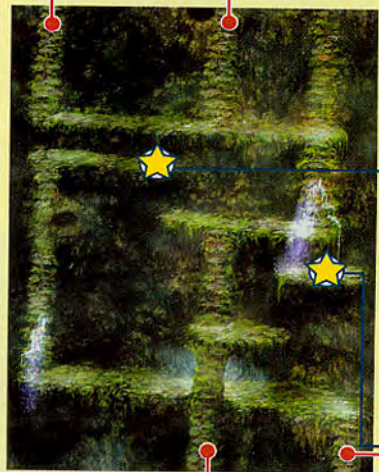


ANOTHER WORLD

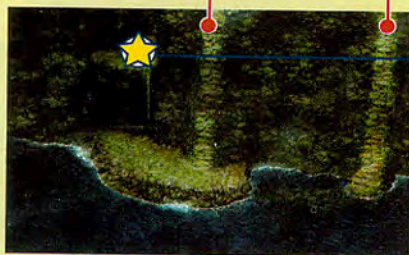
VIPER MANOR BLUFFS

ANOTHER WORLD

SHADOW FOREST



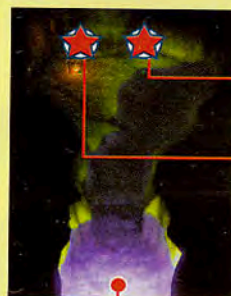
Meteorite
↓Freefall
Heal
Tablet (x5)



Photon Ray



Deluge



Angry
Scapula
Aroma
Pouch

Heal

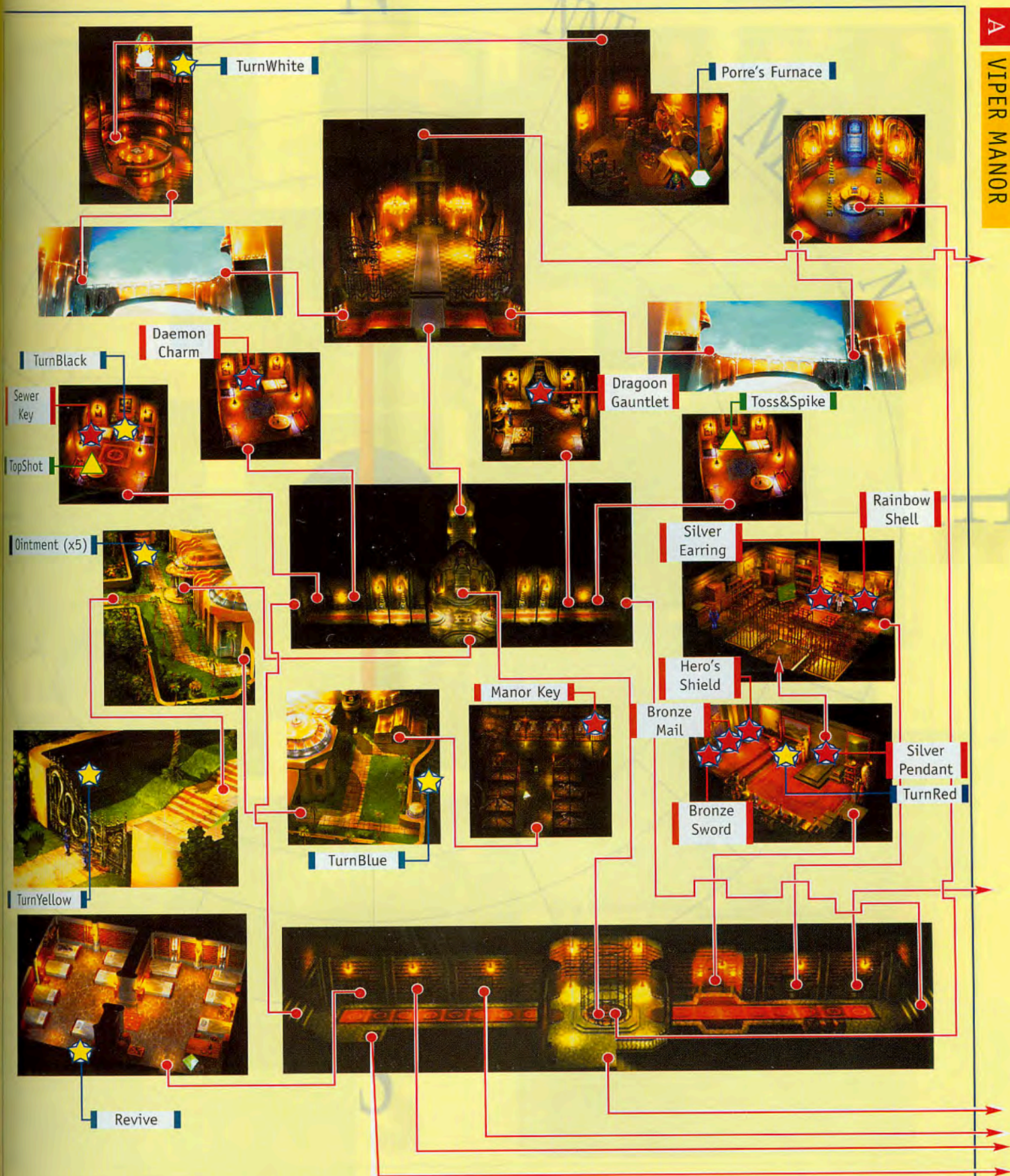
Magma Bomb

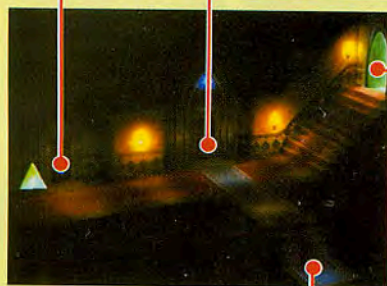


Skullduggery Frame

Uplift AeroSaucer







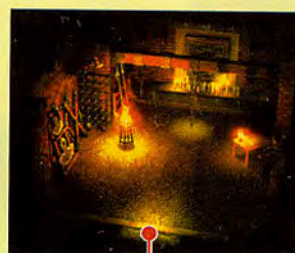
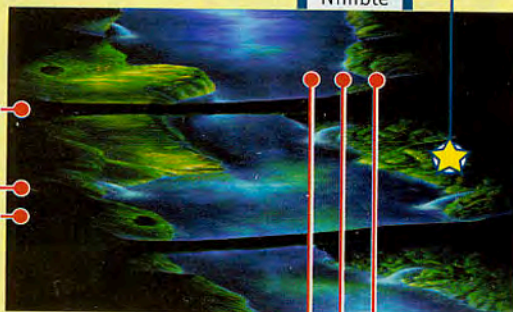
Sight Scope

VegOut

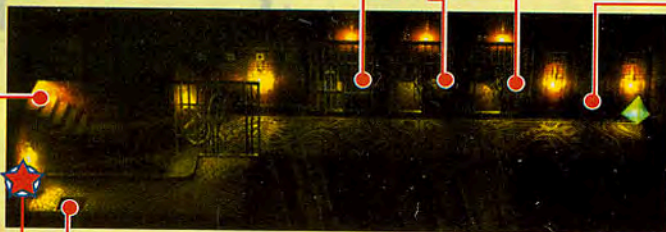
Rainbow Shell

Viper's Venom

Nimble



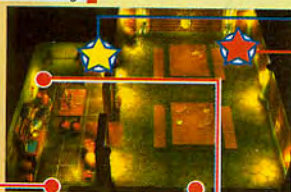
Decor Shield



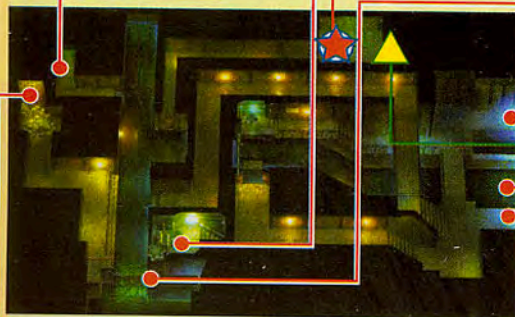
Parlor Key

TurnGreen

Dragoon's Honor



Magic Seal



Denadorite

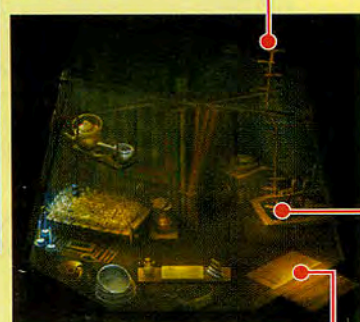
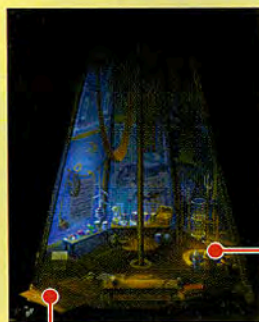
TestAmoeba

Humour

Bronze Helmet



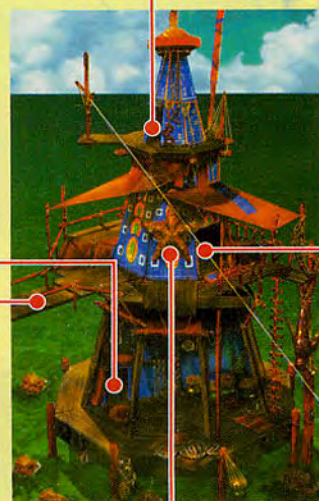
Green Tinkler



Dragon Emblem
(show Direa Tear of Hate)



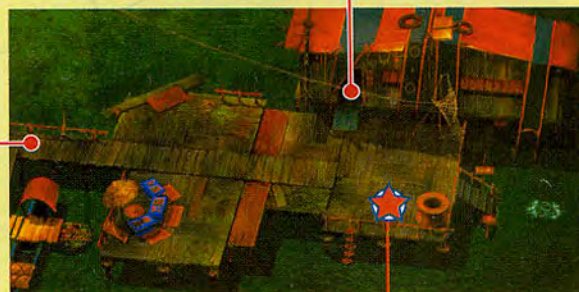
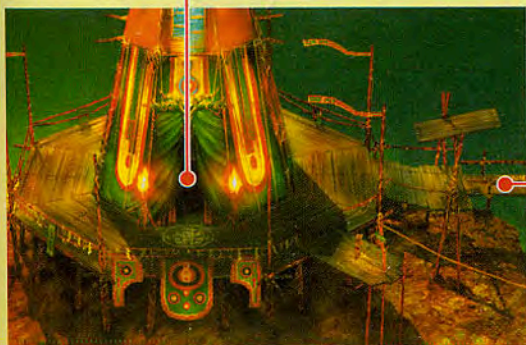
Feathery Dress



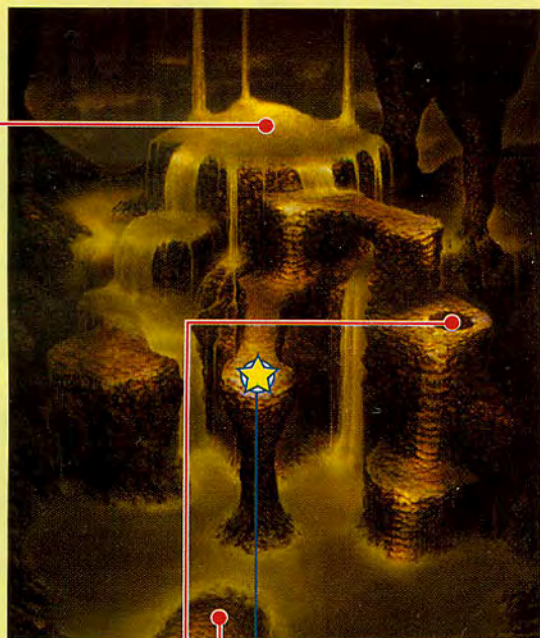
Hang Ten (Return
Medical Book to Doc)



Astral Amulet



Pelvic Bone

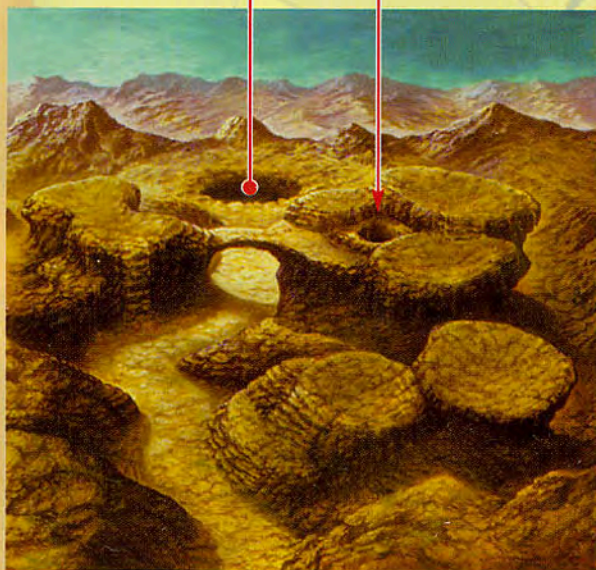


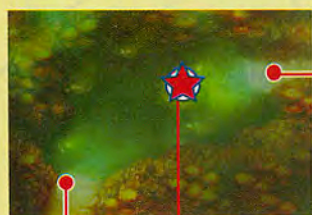
Brace



Capsule

Upheaval





Carapace



Copper

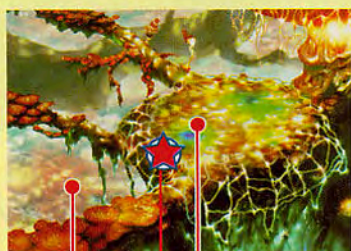
Good Backbone



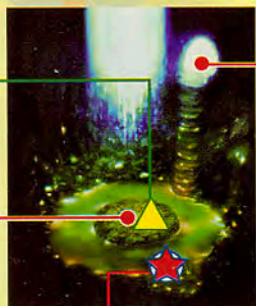
Bat Eye

Life Sparkle

Tablet(x5)



Safety Gear

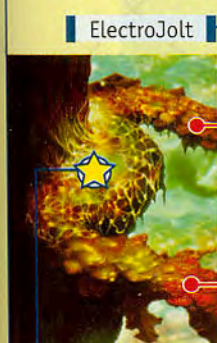


Hydra Shadow
(defeat De-Hydrate)

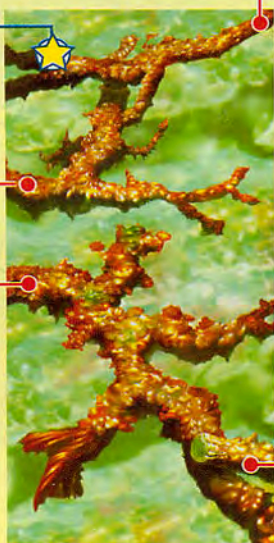


Seed

Bushwacker



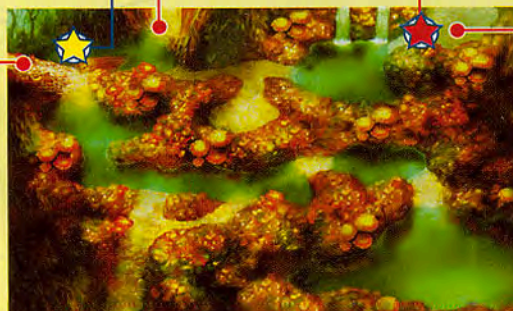
ElectroJolt



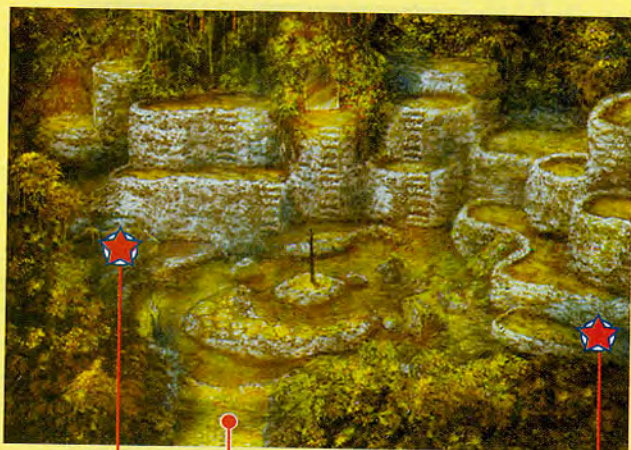
Ancient Fruit
(Return as Lynx)

Pendragon
Sigil B

Tablet (x5)

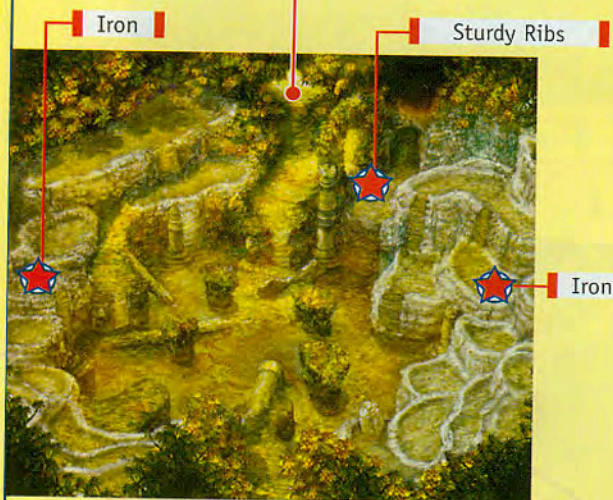


Copper



Iron

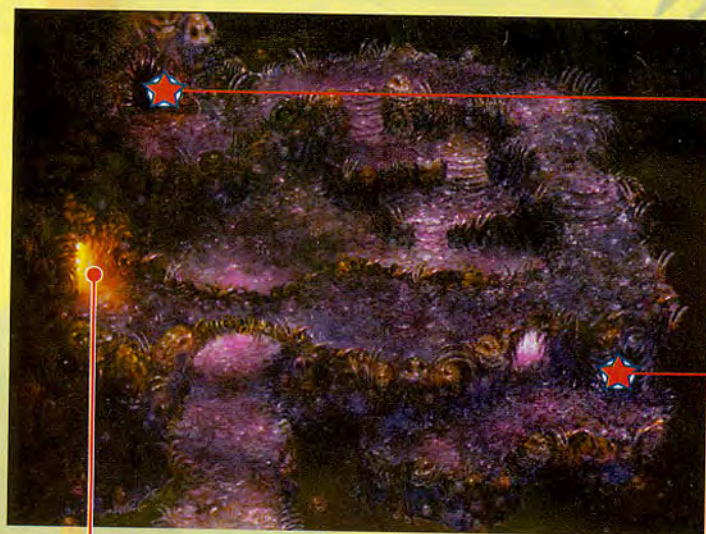
Iron



Iron

Sturdy Ribs

Iron



Mixed Bones

Eyeball

Axiomatic
(Karsh in Party)

Memento Pendant

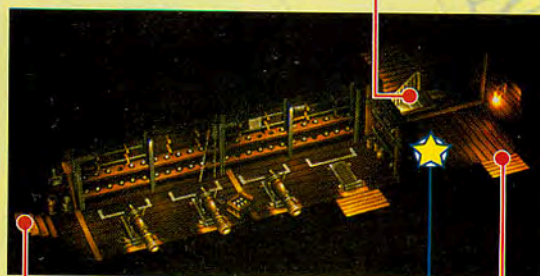
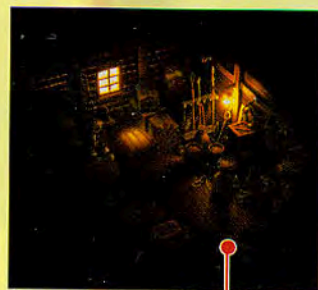
Revenge

Aqua Ball

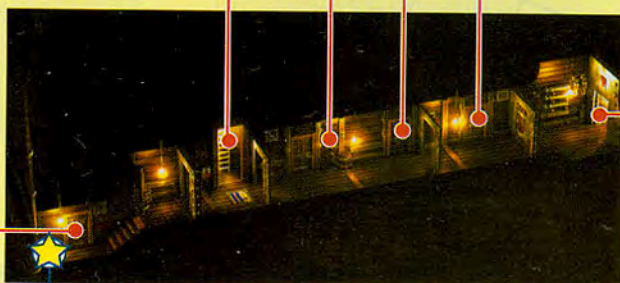


Capsule

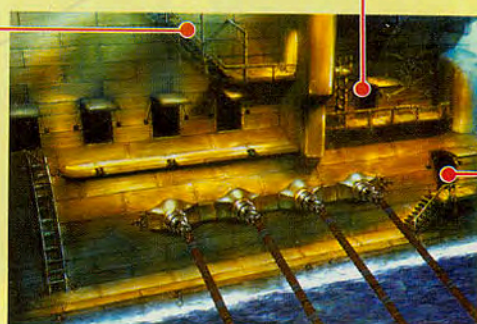
Gravitonne



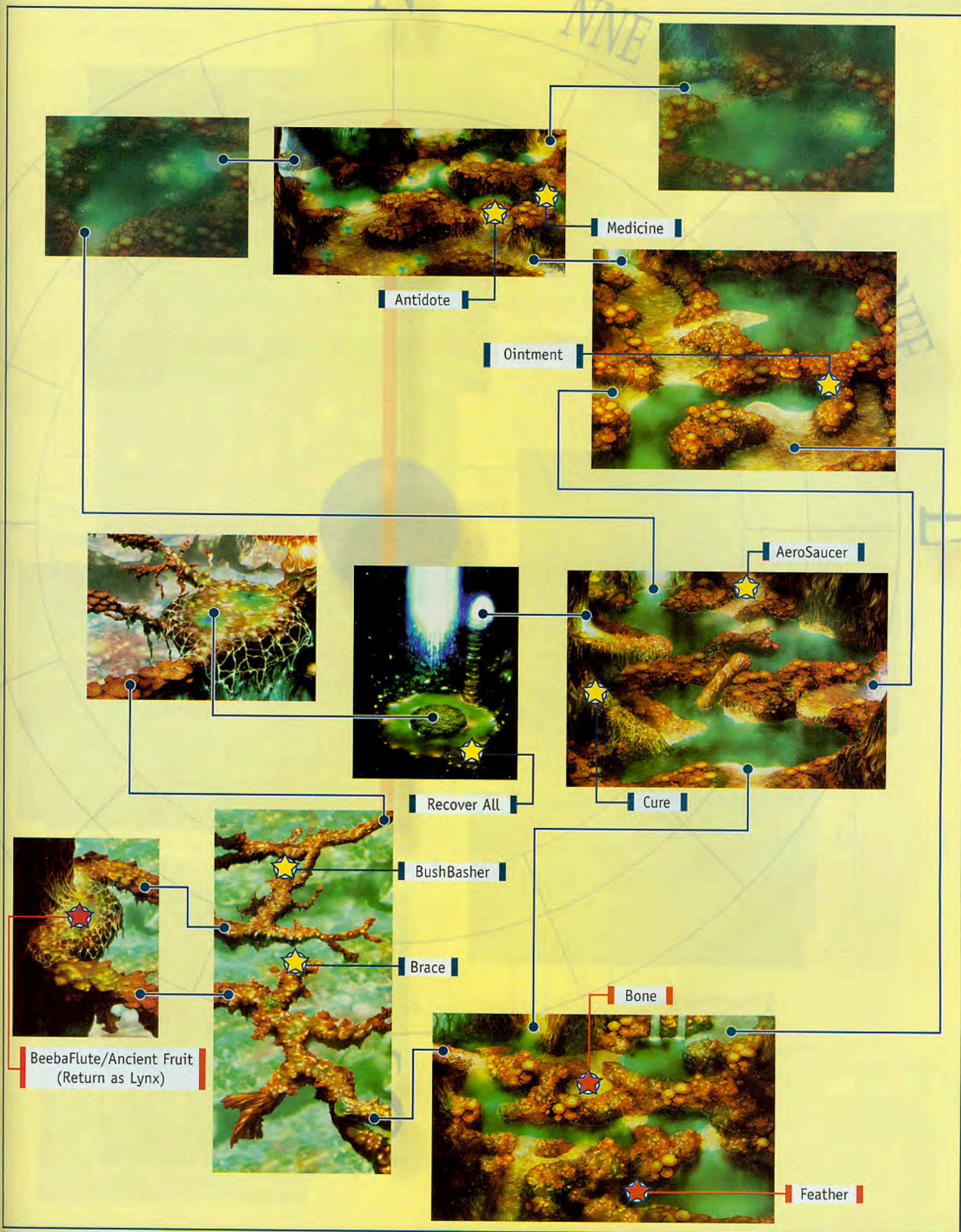
Photon Beam

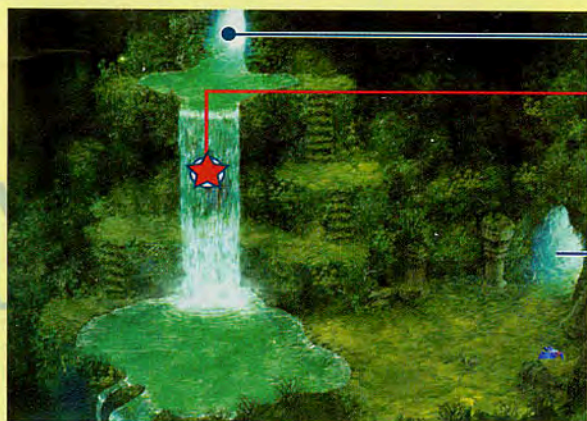


Fire Pillar







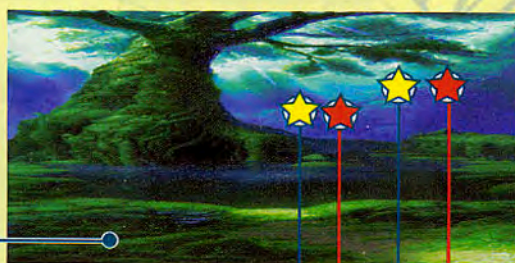


Scaley Dress

Wisp Cape
(get from Rosetta)

Magic Ring

Nimble



Frog Prince

Ice Breath

Blue Relic

Blue Whale

AquaBall

Iron

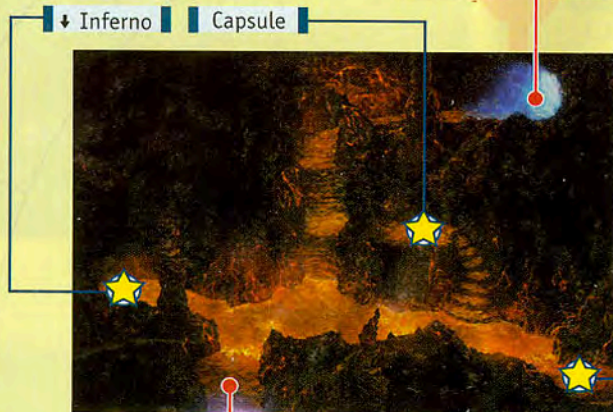


IceBlast



Salamander

Red Relic

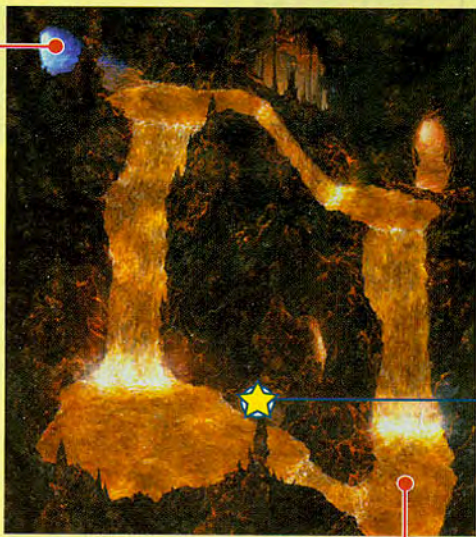


↓ Inferno Capsule

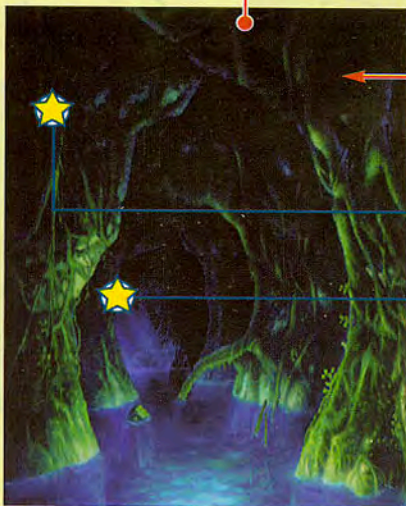
Poultice Cap
(get before freezing flow)

Pendragon Sigil A
(get before freezing flow)

Tablet (x5)

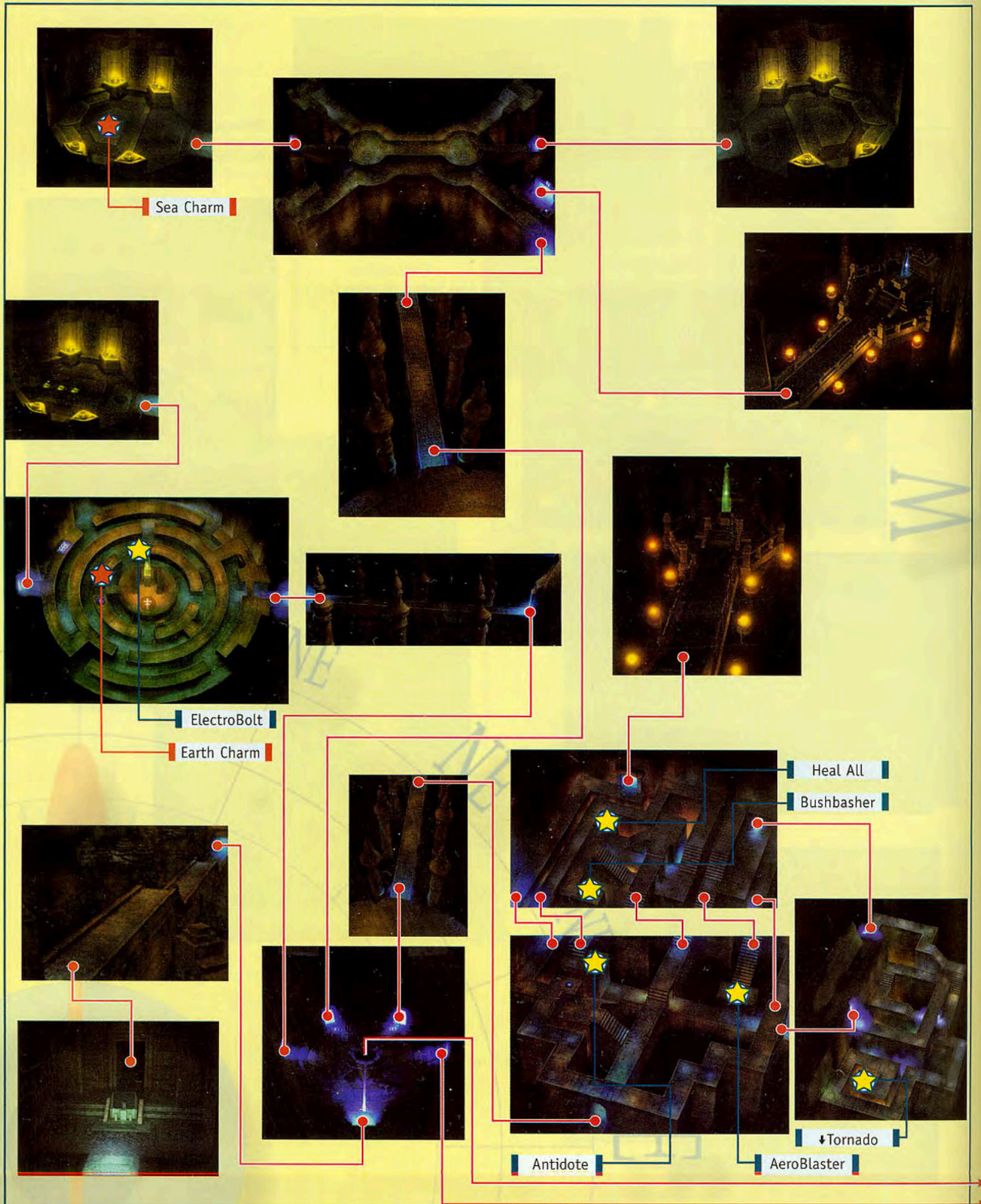


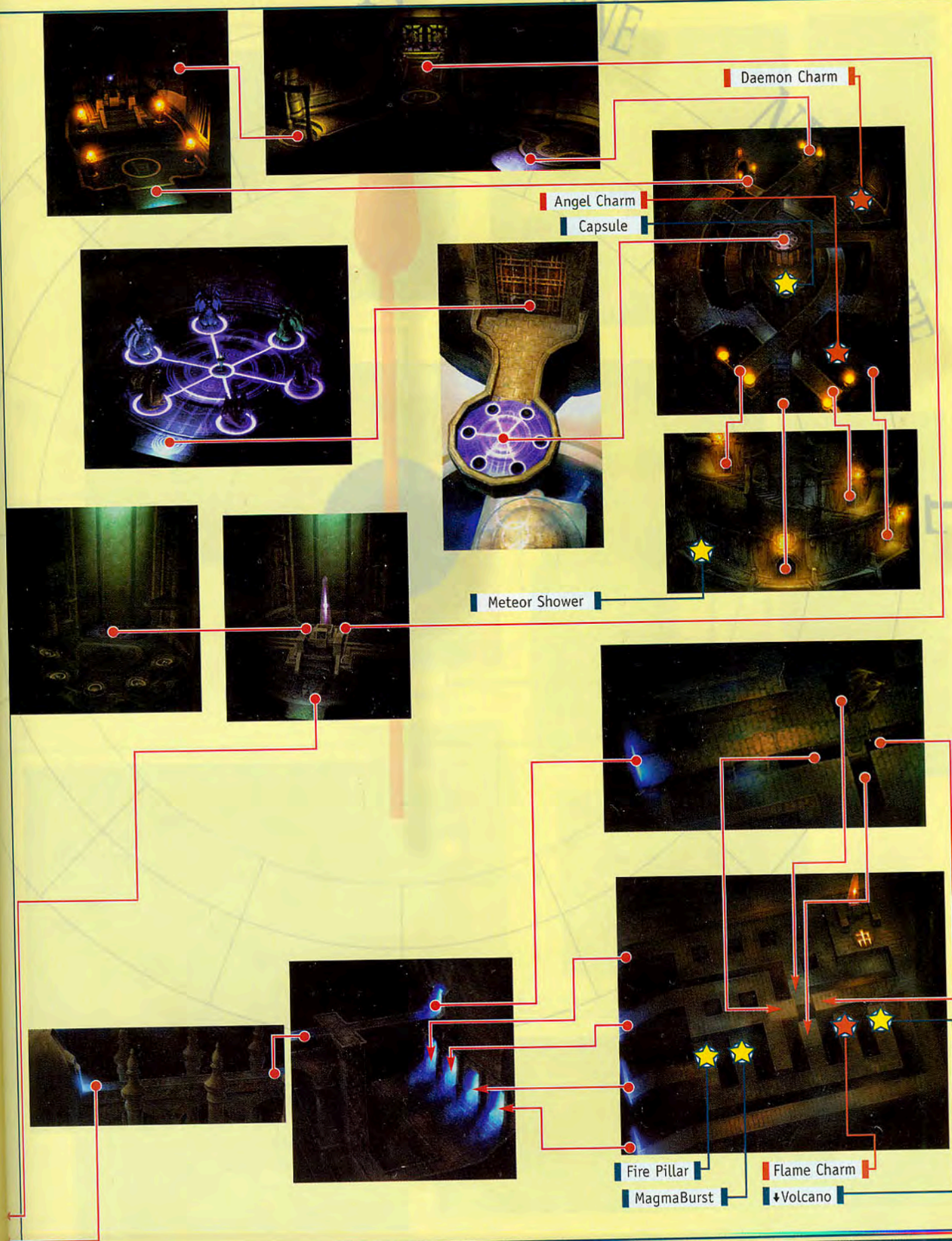
Magma Bomb



Tablet (x5)

Magma Burst
(get before freezing flow)





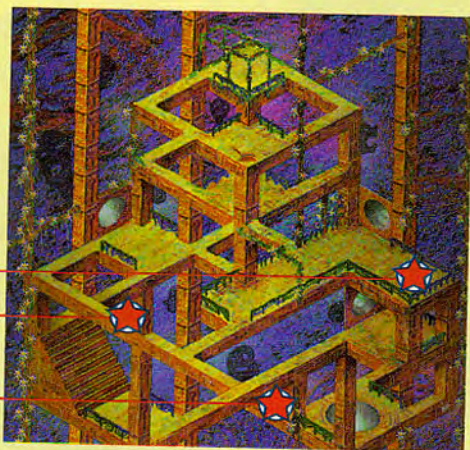
HOME WORLD

DIMENSIONAL VORTEX

Mythril

Mythril

Pendragon Sigil C



Revive

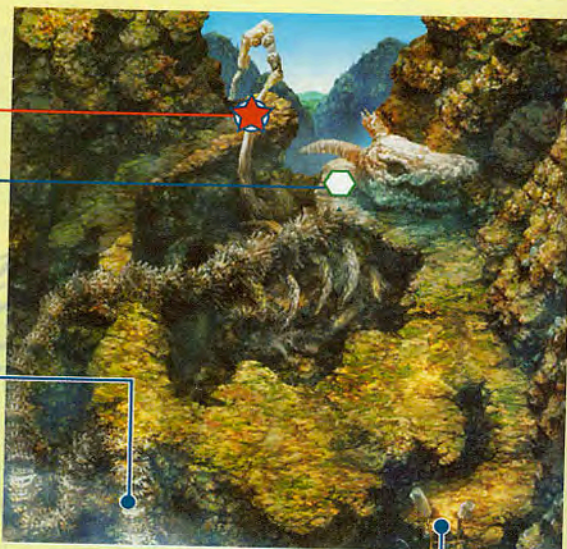


HOME WORLD

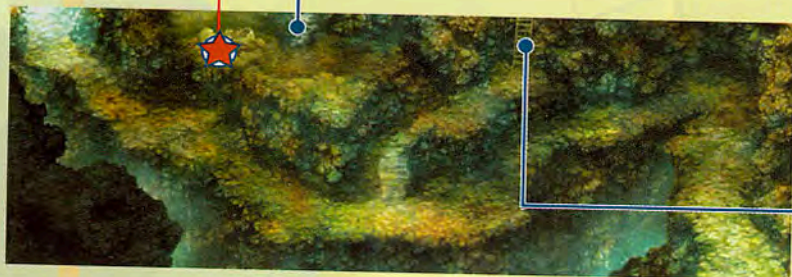
FOSSIL VALLEY

Mythril

Infrared Vision



Mythril





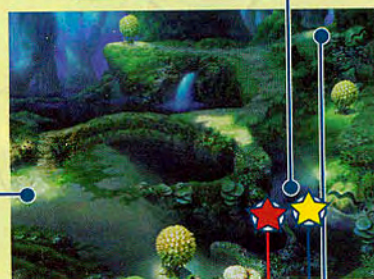
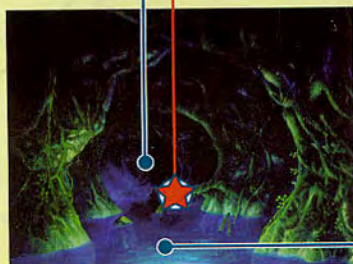
Mushroom

Mushroom



↓ Carnivore

Numble



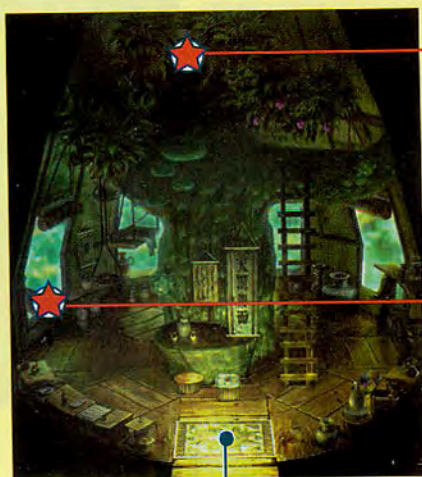
Forest Charm (in chest)

Myconoids (Return with Funguy)

Mythril

Capsule





Energizer Suit

Resistance Ring



Mythril

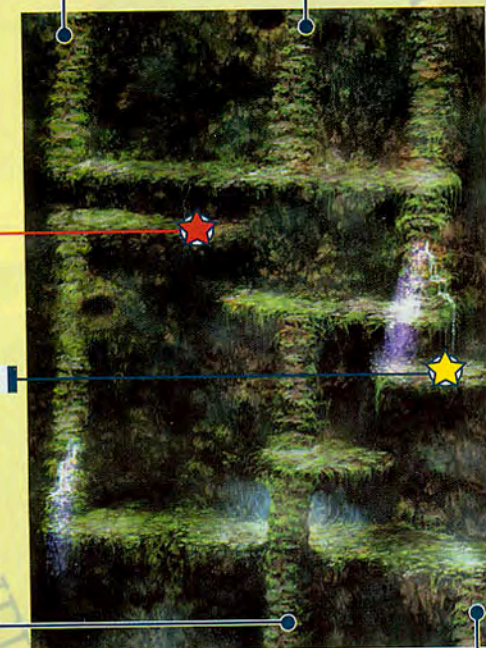
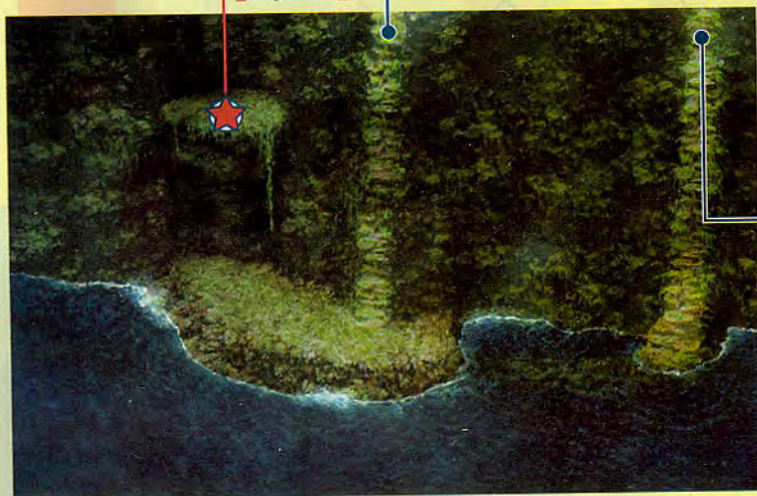
Mythril

Mythril

Mythril

Capsule

Mythril



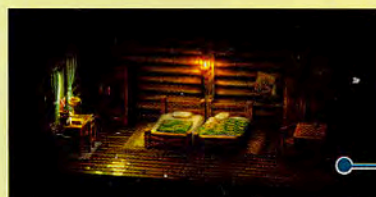
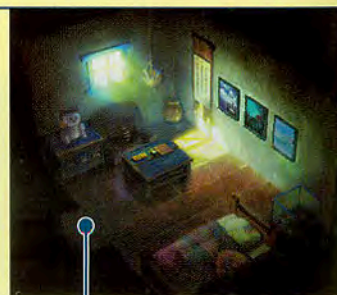


Dragoon's Glory

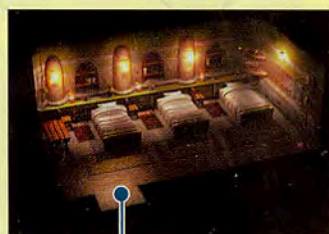
FlagBearer
(Viper in Party)

OnARoll
(Skelly in Party)

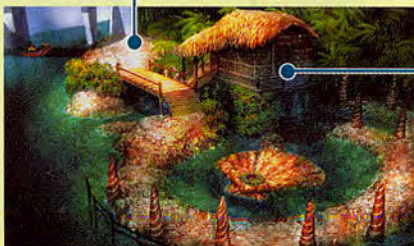


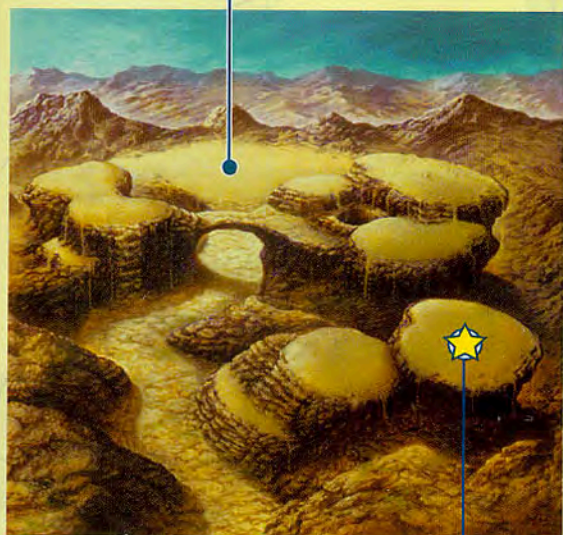


Smith Spirit

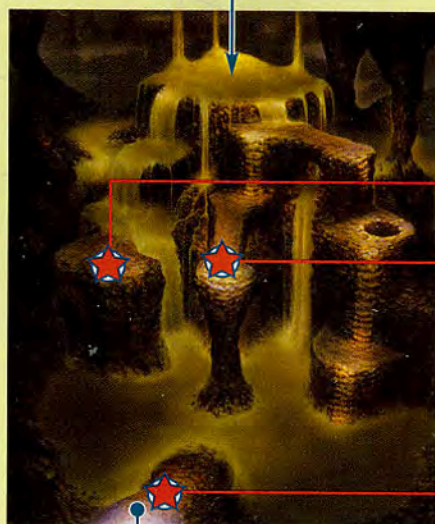


GraveDigger
(Greco in Party)





Capsule



Mythril

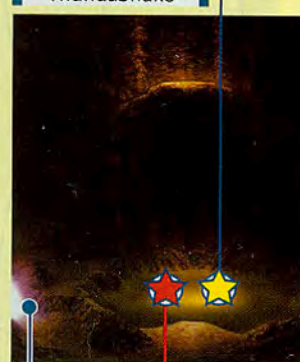
Mythril

Explosive



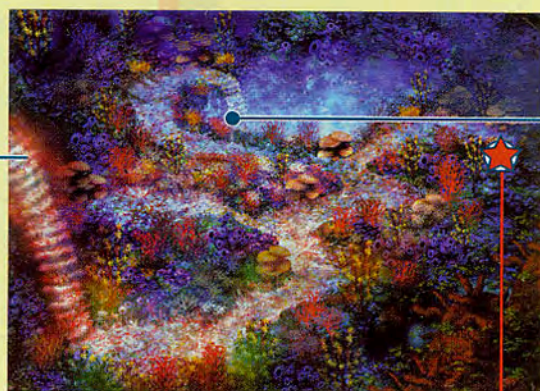
Denadorite

Denadorite



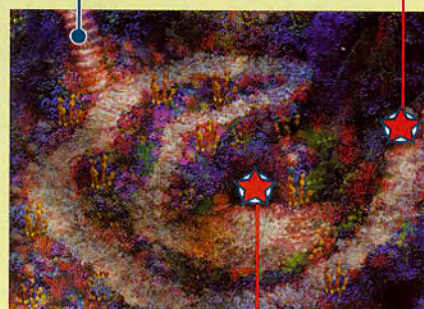
ThundaSnake

Yellow Relic

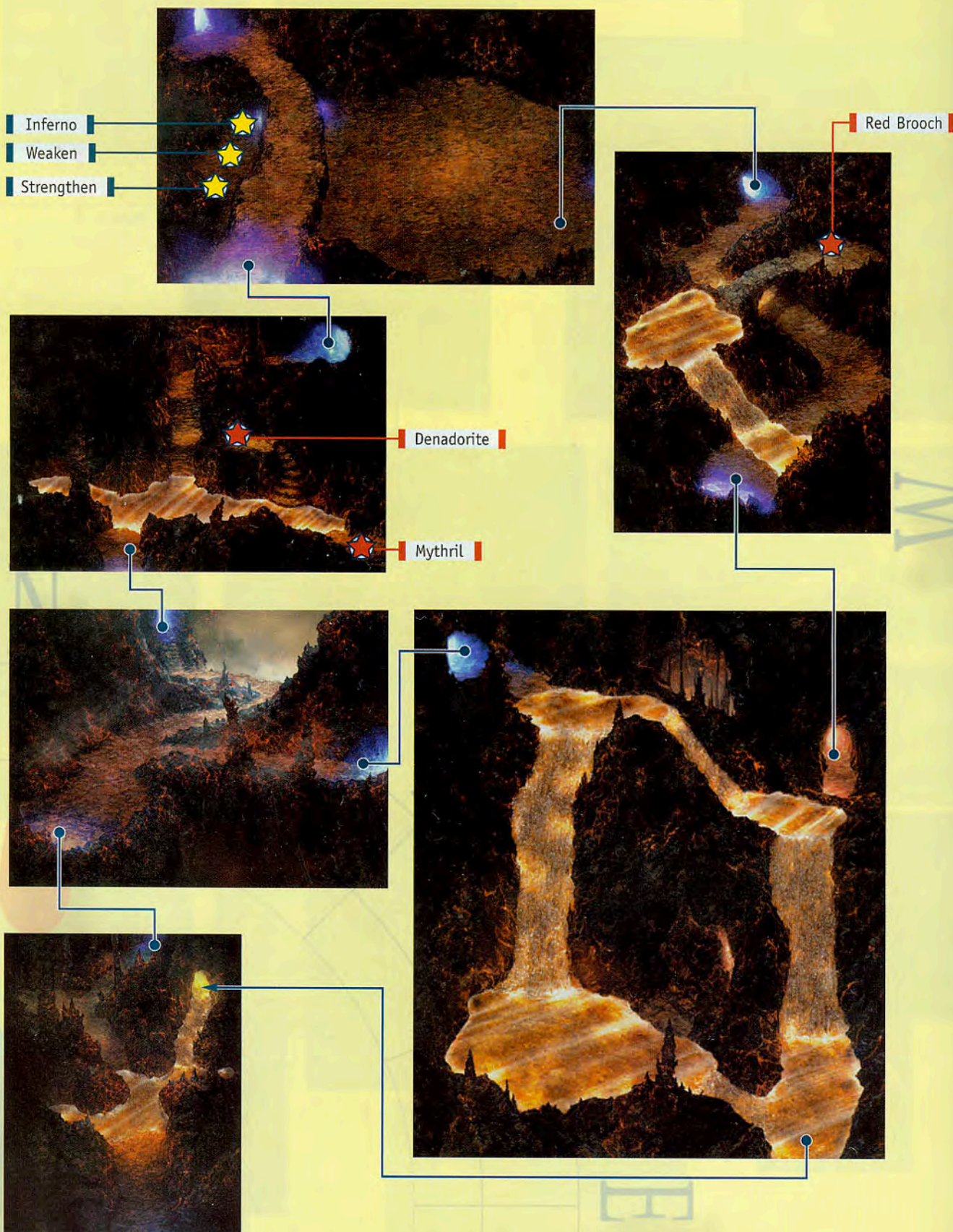


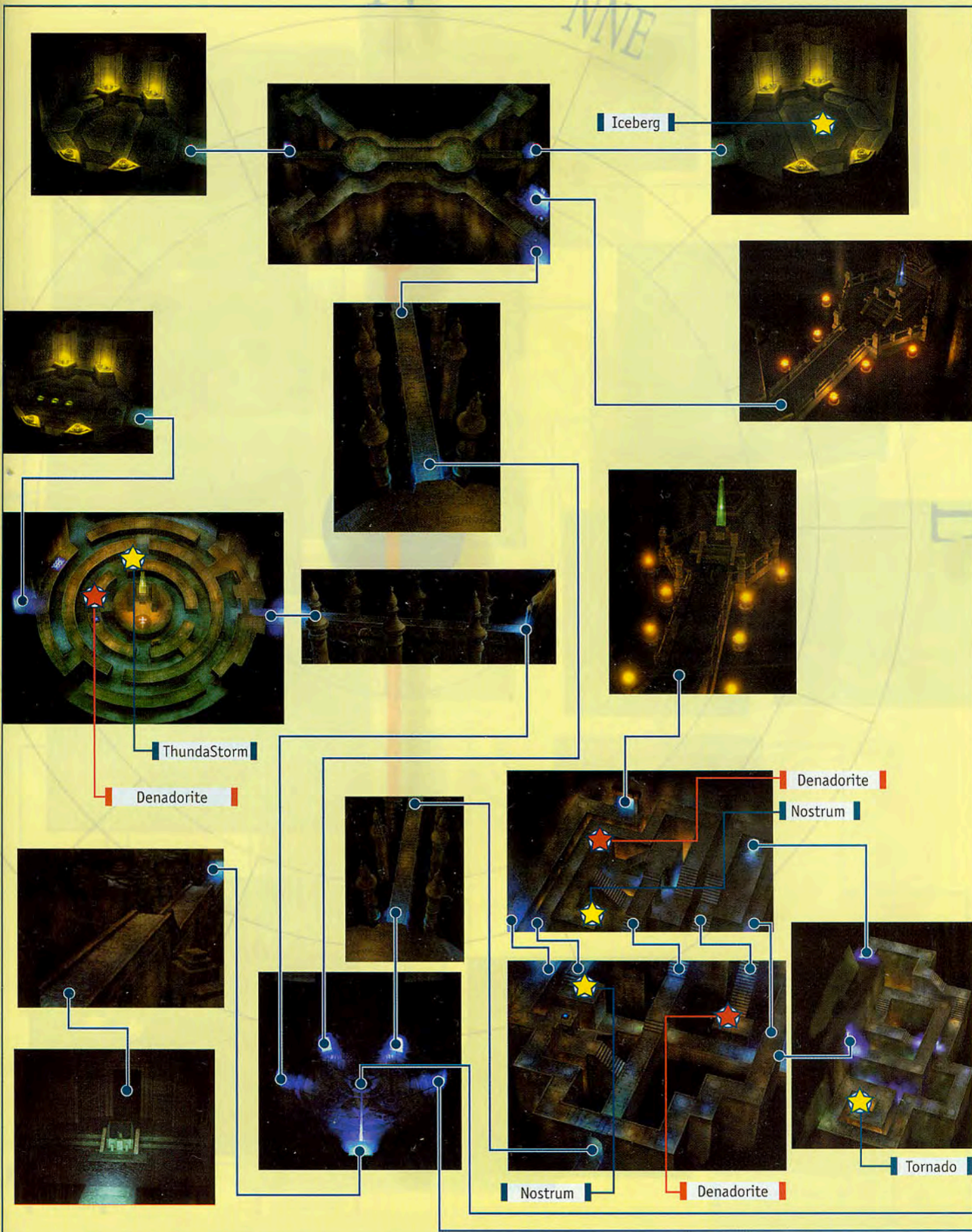
Mythril

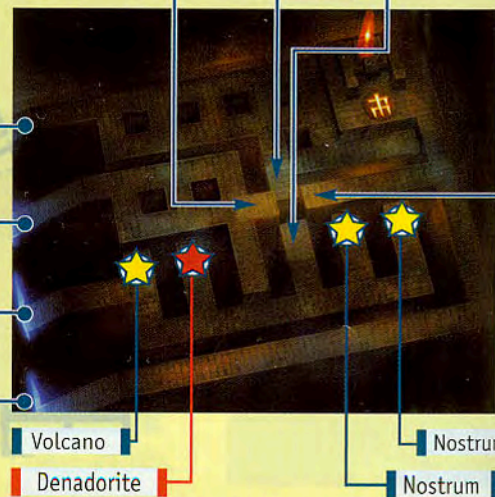
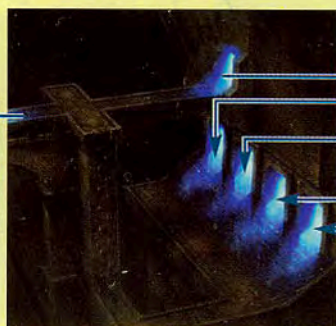
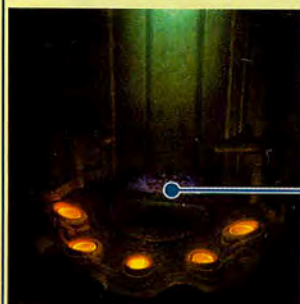
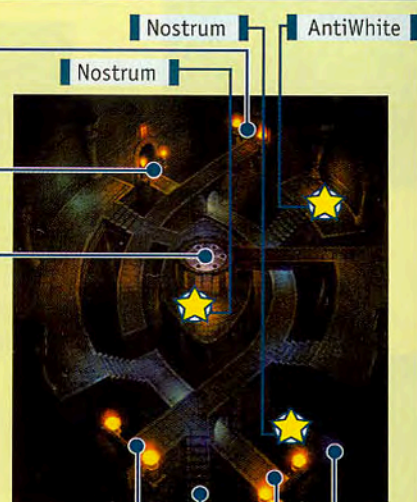
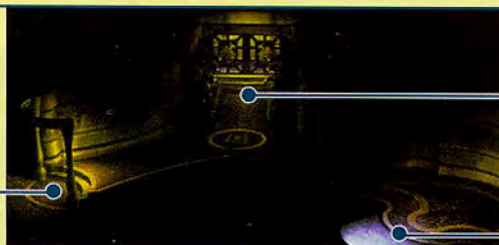
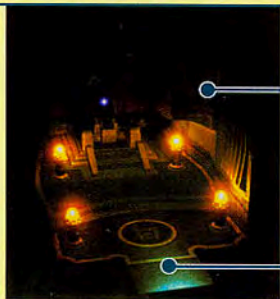
Mythril

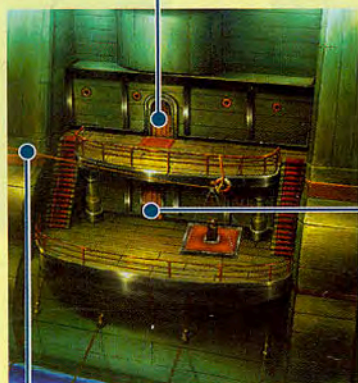
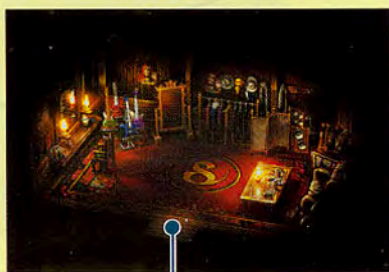


Star Fragment

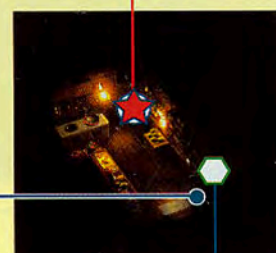
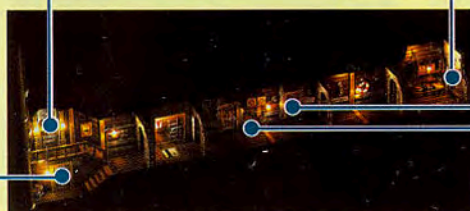
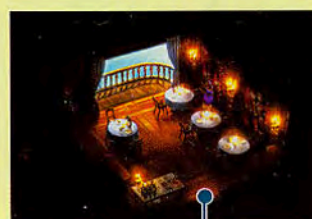






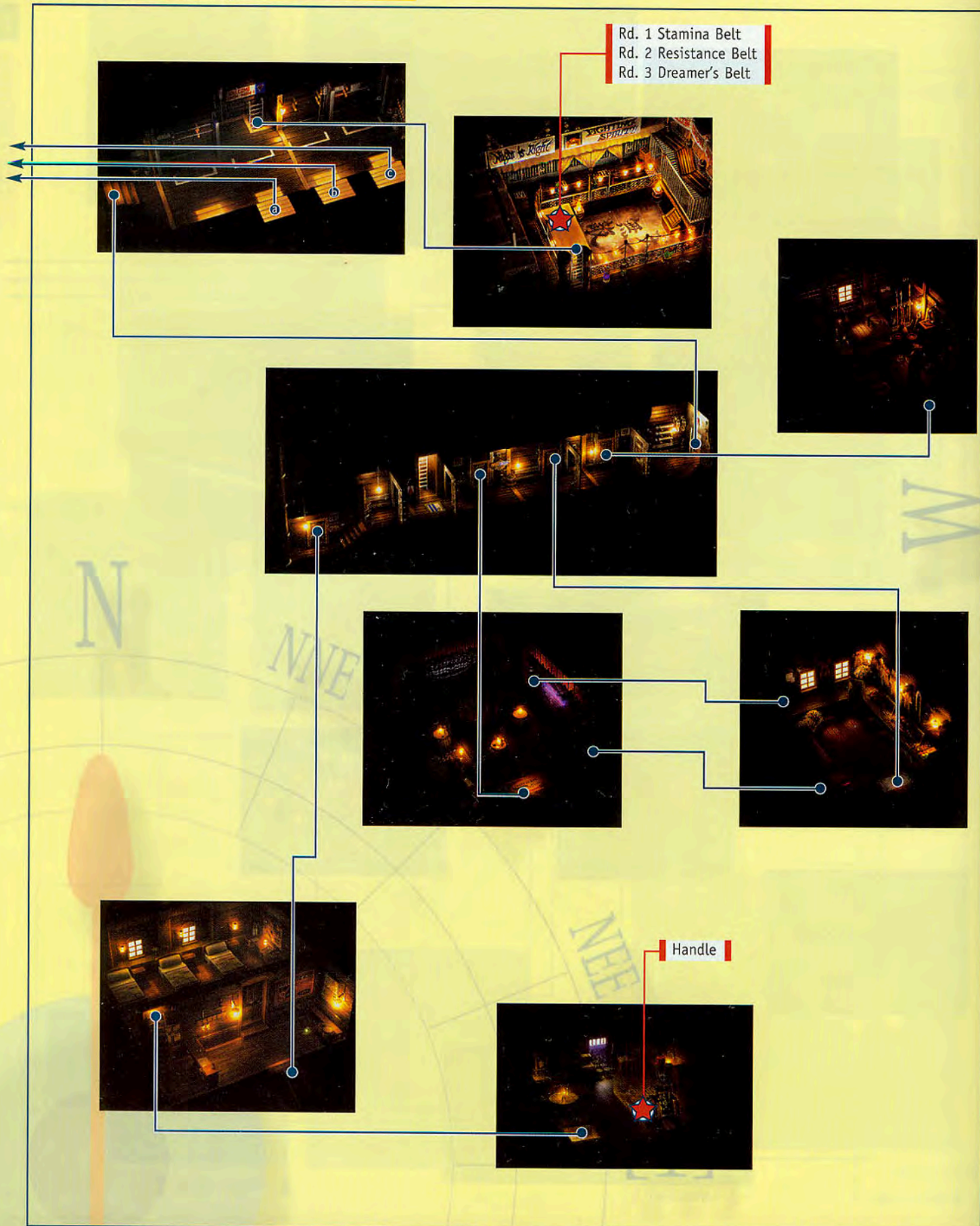


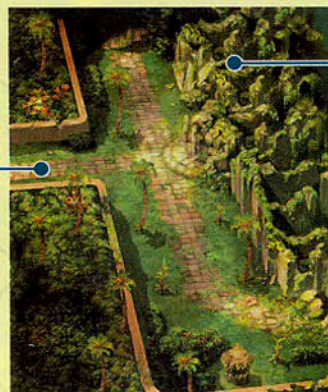
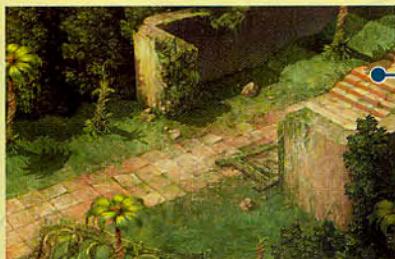
Invincible



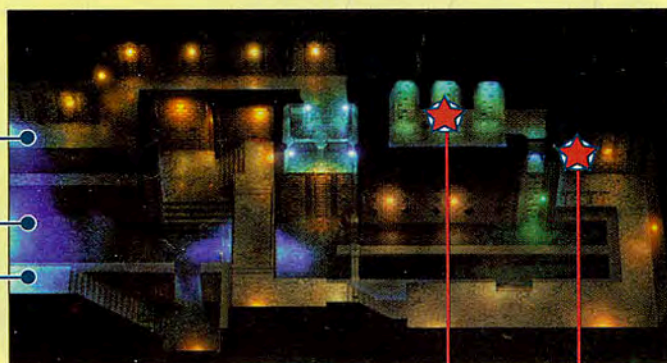
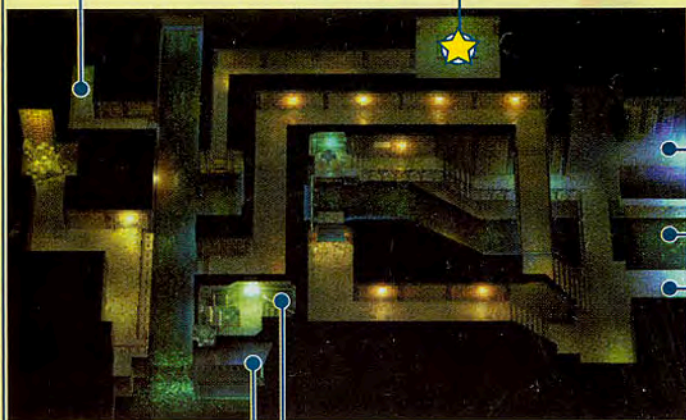
Frypan Ag 47

Monster Mouth



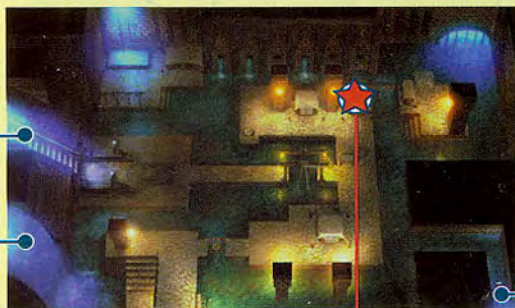


Revive



Mythril Vest (inside cell)

Carapace Dress



Mythril Helmet



HOME WORLD

ISLE OF THE DAMNED

Einlanzer



Garai Shadow
(Steen in party)



Golden Tiara

Inferno



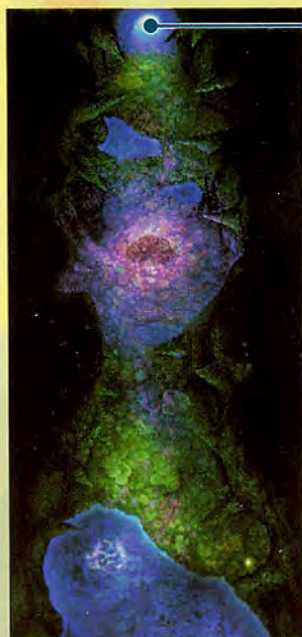
Earthquake

Carapace



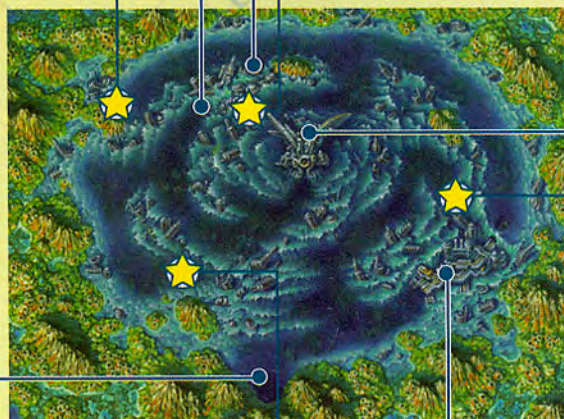
HOME WORLD

DEAD SEA



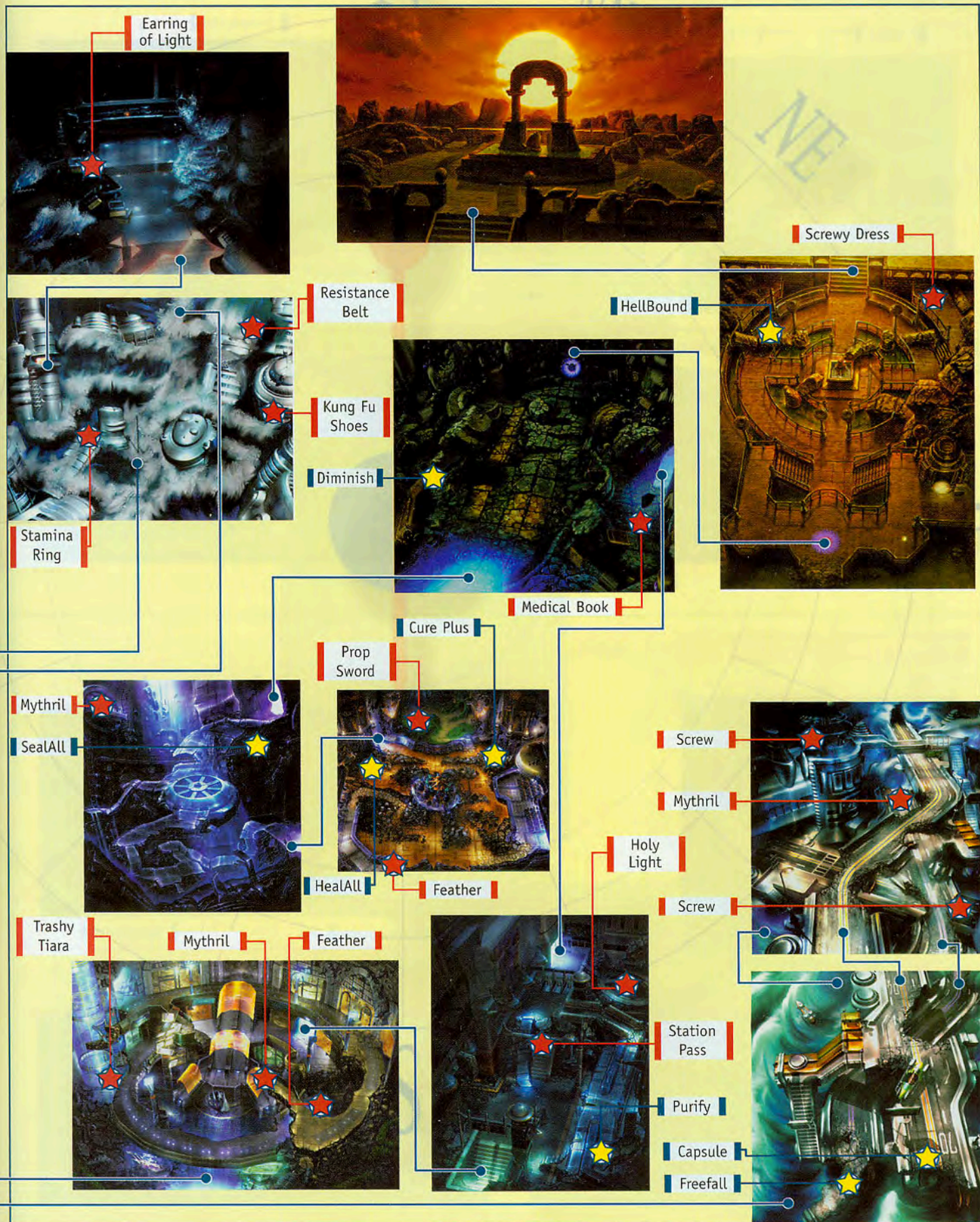
AntiYellow

AntiBlue



AntiRed

AntiGreen



HOME WORLD

GAEA'S NAVEL

Genie Green Relic



Denadorite



Denadorite

Denadorite

Denadorite

Green Brooch



Denadorite

Denadorite



Denadorite

ANOTHER WORLD

GAEA'S NAVEL



Snakes & Orbs



Denadorite

Denadorite

Denadorite

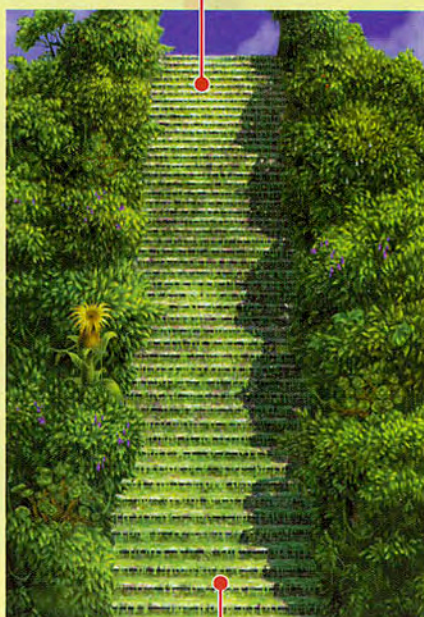
Denadorite

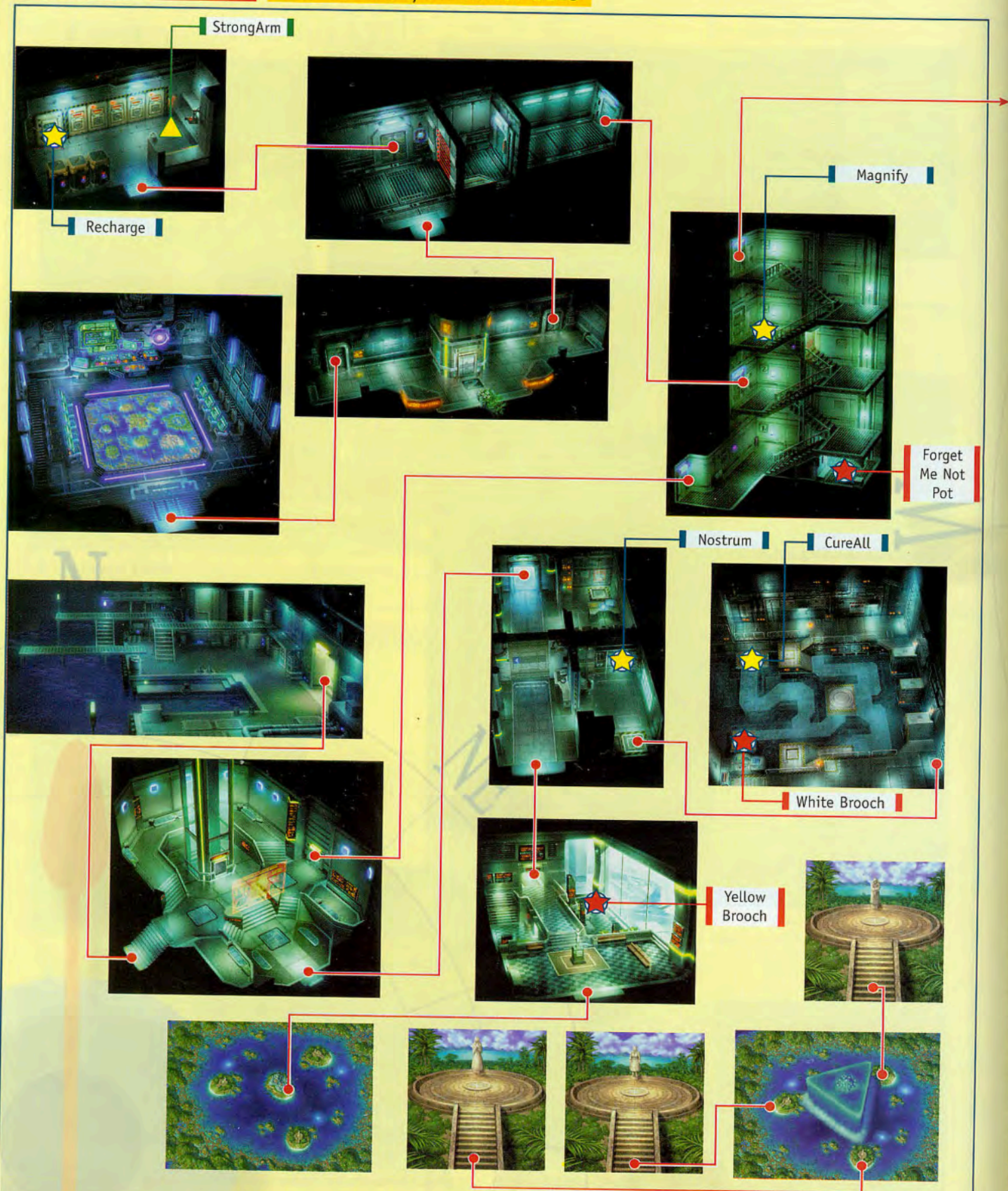


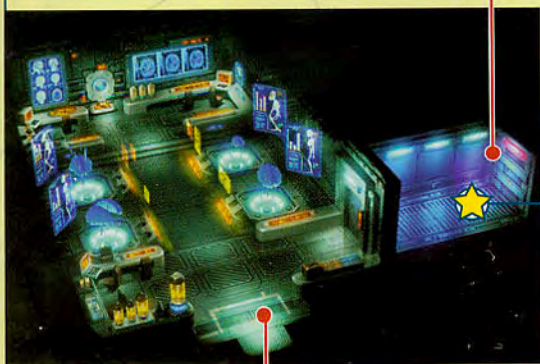


White
Relic

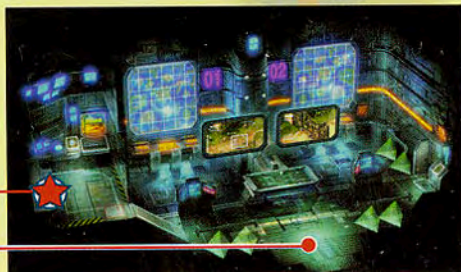
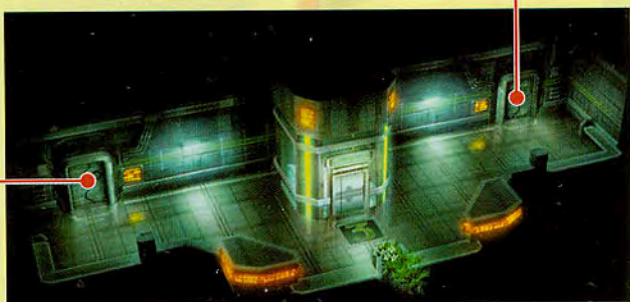
Saints



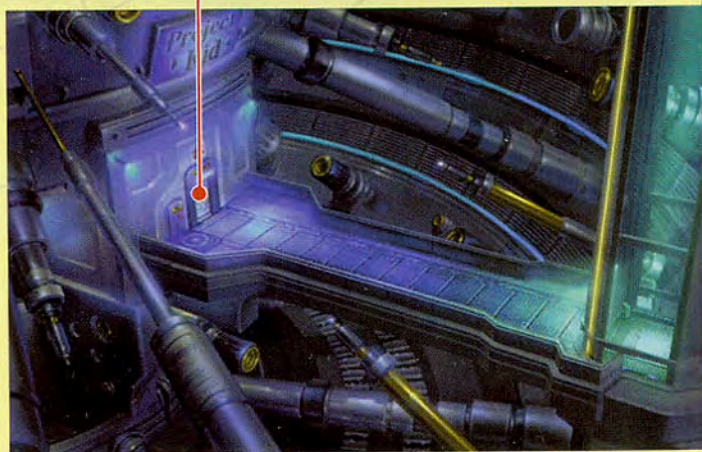
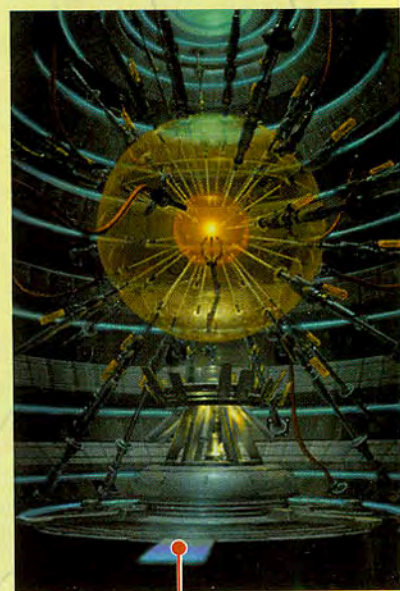




HellBound



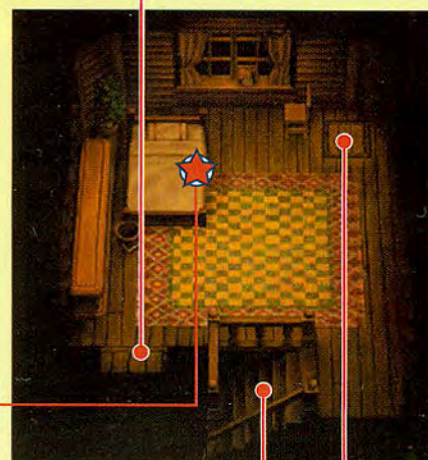
Card Key



Ice Gun

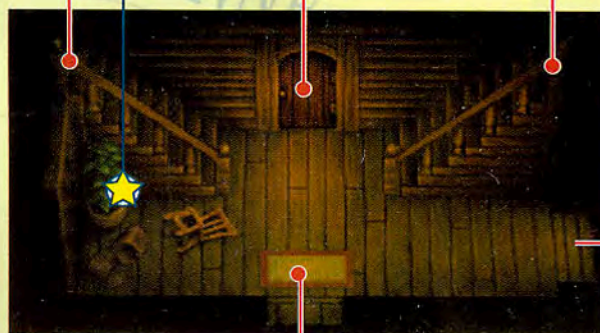


Stardust Cape



Rainbow Shell

Nostrum



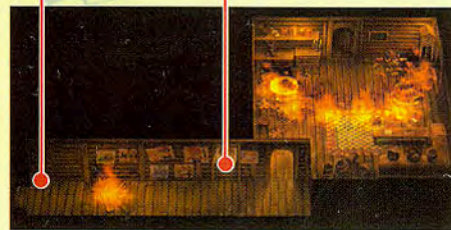
Diva Dress



Nostrum

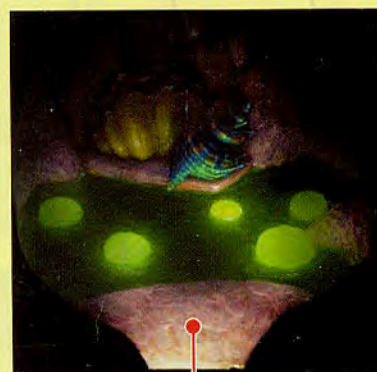
Rainbow Shell

Hot Shot

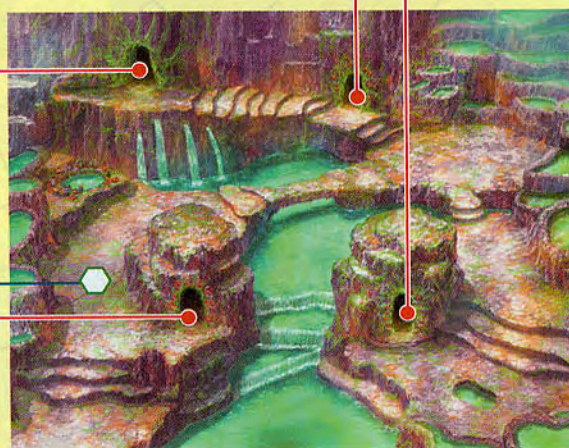




Chrono Cross

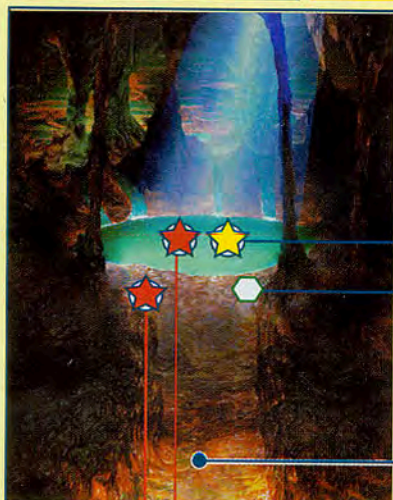


Valencian Cloth



HOME WORLD

MARBULE

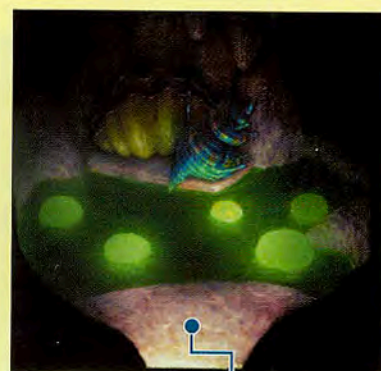


Grim
Reaper

Quill-Pen

Master
Hammer

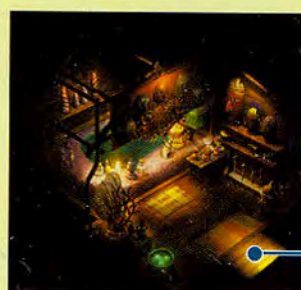
Black Relic



Full Revival



SirenSong

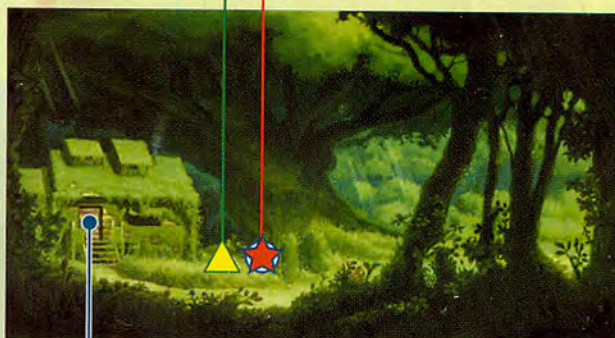


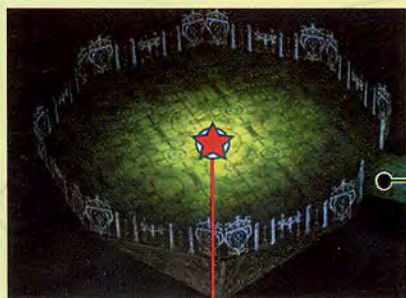
HOME WORLD

FORBIDDEN ISLAND

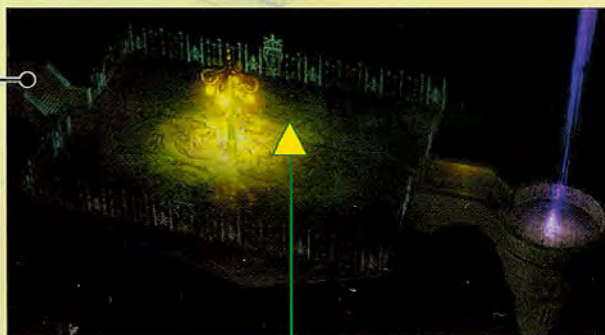
Snake Fangs

Master Mune





Dreamer's Sarong

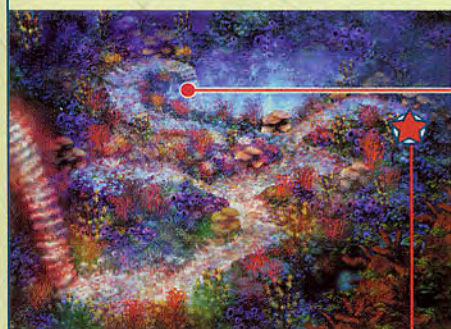
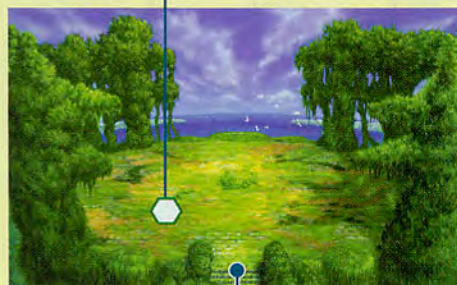
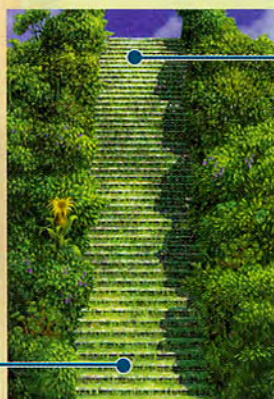


What's Up Doc

Our Favorite Martian



Bam Bam Bam

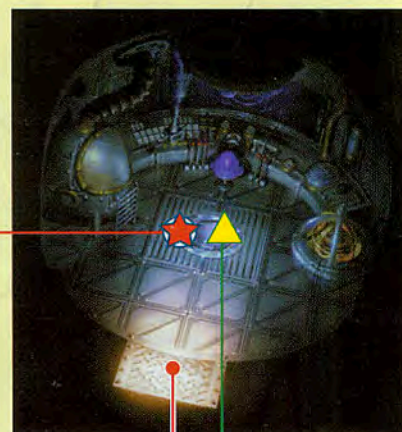


Rainbow Shell



Rainbow Shell

Anti Gravity Device

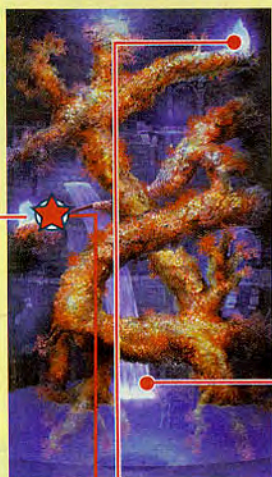


Star Struck

Defender Plus



Rainbow Shell

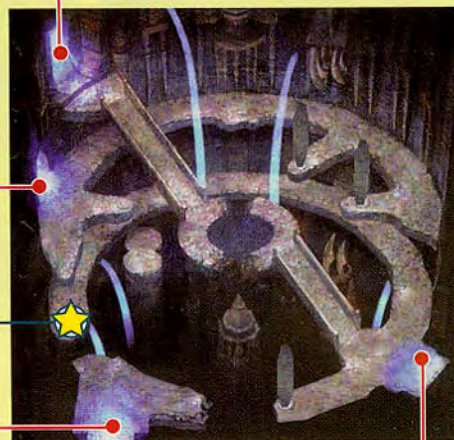


Pack of Lies

Beta Carotene



Nostrum



Nostrum



Yellow Field





Spectral Glove

Rainbow Shell



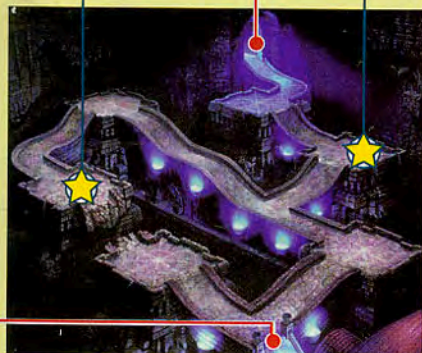
Blackhole



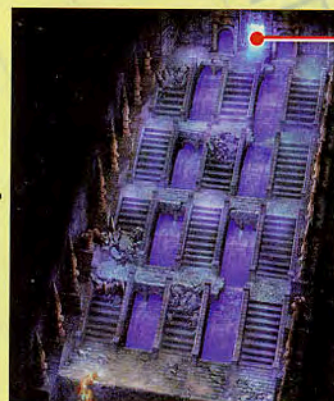
Rainbow Shell

Heal Plus

Red Field



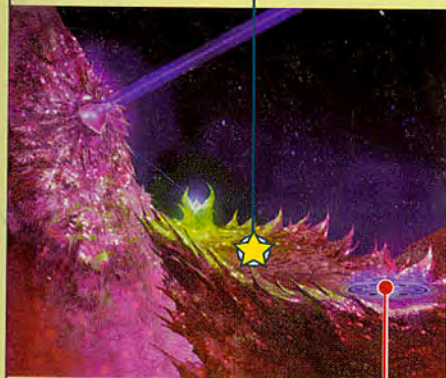
Holy Healing



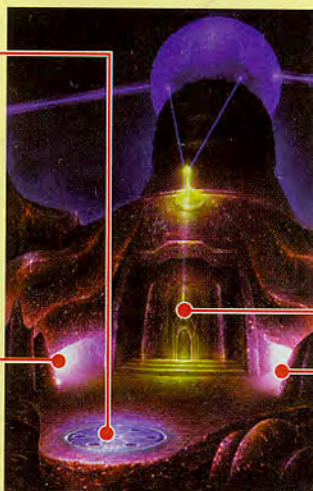
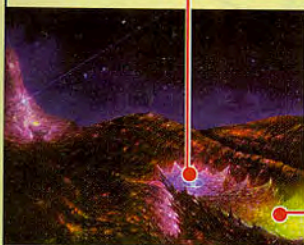
Green Field

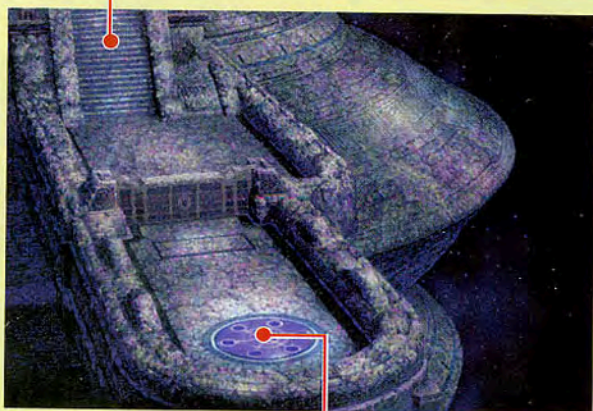


UltraNova

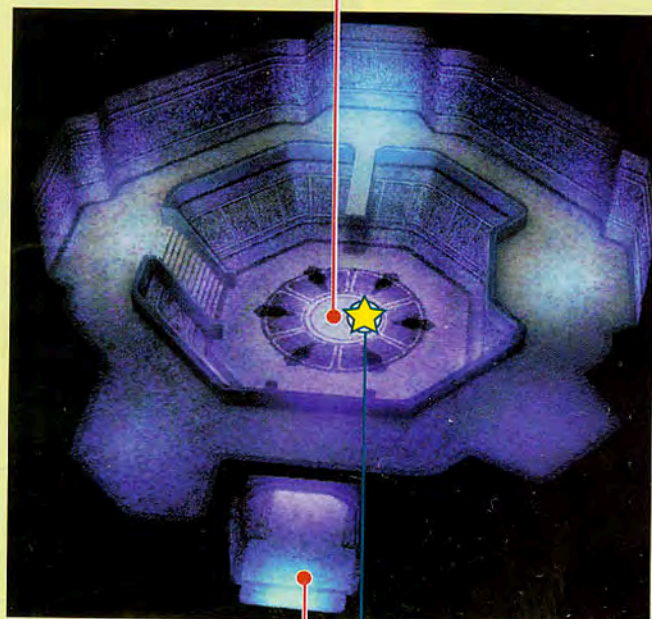
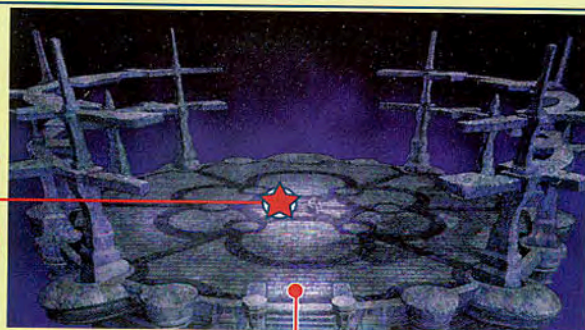


Black Hole





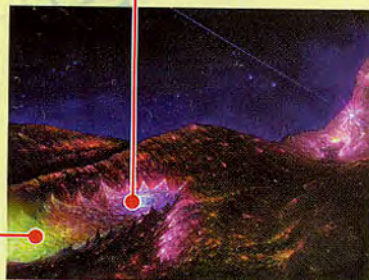
Earring of Hope/
Time Egg



BlueField



UltraNova



FINAL FANTASY IX

THE CRYSTAL COMES BACK - FALL 2000

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